THE FLOWERS OF FLAME — A lost valley of evil awaits
THE WOUNDED WORM — Injured dragons are the most deadly
IN DEFENSE OF THE LAW — If Chaos wins, everyone loses

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

NOVEMBER/DECEMBER 1987 ISSUE #8
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Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

NOVEMBER/DECEMBER 1987 ISSUE #8

COVER: In a temple in a lost valley, adventurers meet their ultimate adversary in fiery battle. Kevin Davies is the cover artist for our *Oriental Adventures* module, "The Flowers of Flame."

An Editor's Lament

Does anybody read the short quotes that appear beneath the table of contents in each issue of DUNGEON™ Adventures? I thought that Roger Moore, the widely read (and widely read) editor of this magazine had an inexhaustible supply of these little gems until he said, "Well, Barbara, it's your turn now to come up with some quotes."

I told him I have a mind like a sieve for interesting quotes, and all my fantasy books are still packed in storage from my last move . . . two years ago.

"Well, haven't you read anything interesting lately?" he asked. Unfortunately, my reading-for-pleasure has decreased markedly now that my reading-for-work has climbed above eight hours a day.

So help me out. Send in short quotes on the themes of fantasy, adventure, travel, quests, etc. (including who said it, the book it's from, and the author). If we use your quote in a future issue, we'll send you something special.

The other thing I miss doing for pleasure is playing with my home computer. After a day of staring at a video screen and pounding a keyboard at work, I almost never sit down and hack away at home. This should change, though, because Roger and I are becoming more active in the Gamers' Forum on CompuServe®. We've participated in one conference on the AD&D second edition (transcript in the data library) and will be popping in frequently as time permits. If you have any questions about either DUNGEON Adventures or DRAGON® Magazine, try to catch us on line or leave an EasyPlex message (Roger E. Moore: 70007,2064; Barbara G. Young: 70007,2367).

I haven't quite figured out how to do what I want in CompuServe, so if you come upon me in the depths of the computer, please be kind. I'm probably lost.

Barbara G. Young

The Readers — LETTERS 2

John Nephew — MOUNTAIN SANCTUARY
(ADD 1-3) Obnoxious little problems can easily become obnoxious big ones 3

Estes Hammons — FOR A LADY'S HONOR
(ADD 4-7) When the going gets tough, the thieves get going 9

Carl Sargent — IN DEFENSE OF THE LAW
(ADD 7-10) They sure don't make lawful allies like they used to. 17

Thomas Kane — THE WOUNDED WORM
(ADD 4-8) Crippled, wingless, old — and a thousand times more dangerous. 35

Jay Batista — THE FLOWERS OF FLAME
(ADD-OA 5-8) Why are your governor, your Emperor, and your gods so interested in a fairy tale? 46

Vol. II, No. 2

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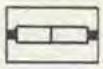
For to adventure is the lust of Youth; and to leave Safety is the natural waywardness of the spirit; and who shall reprove or regret; for it were sorrowful that this Spirit of Man should cease.

The thoughts of X
The Night Land, William Hope Hodgson

MAP SYMBOLS

These symbols are used on most maps in DUNGEON™ Adventures.

DOOR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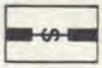
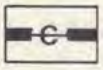

SECRET DOOR

ONE WAY DOOR

FALSE DOOR

LOCKED DOOR

ARCHWAY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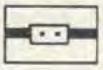
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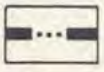
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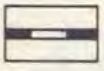
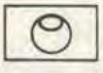

WINDOW

ARROW SLIT

FIREPLACE

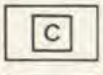
COVERED PIT

OPEN PIT

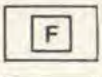

FOUNTAIN

SPIRAL STAIRS

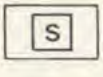
STAIRS



TRAP DOOR IN CEILING



TRAP DOOR IN FLOOR



SECRET TRAP DOOR

LETTERS

We used to hang out around the mail basket each morning, eagerly awaiting the morning mail, only to be disappointed. So we asked (well, begged) for letters and were deluged with responses. Thanks to all of you who wrote. But don't stop writing now. We need to know what you *think of DUNGEON™ Adventures so that we can continue to make it* your *magazine.*

Dear editor:

I'm sick and tired of everyone complaining about the articles you present and how they want more of a specific type. Perhaps these people would prefer to be spoon-fed. The fact that they call themselves Dungeon Masters should guarantee they have some minuscule amount of creativity, but I guess not. To better exemplify my point, here are some examples from your first half-dozen issues that show a DM should be able to work with any resources:

I turned the vampire's lair in "The Dark Tower of Cabilar" (issue #1) into the stronghold of a band of dwarvish assassins. (Who wants undead when your group has no cleric?) All I wanted was a tower layout, and I got one.

"Blood on the Snow" (issue #3) was transformed into "Sweat on the Sand" when I turned the arctic adventure into a desert danger with my group seeking giant scorpion venom rather than hunting seal.

I have never played by *Oriental Adventures* rules, and one of my group had already read "The Kappa of Pachee Bridge" (issue #5), but that didn't make me dispose of the idea. Instead, it became a "Pied Piper" scenario with an evil gnome flutist in a regular D&D® game village (the gamer who had read it didn't even recognize the adventure).

"After the Storm" (issue #6) provided me with a useful galley interior which I plan to have attacked and searched while it still floats, without using any other part of the module.

So big deal if you've got an AD&D® game module and the huge scorpion has 4+4 HD and you play with the D&D® Expert Set rules where it only has 4 HD. If you can't change that, then it's time to give up role-playing games and take up checkers, where the rules remain constant. Don't criticize — improvise!

Roy MacEachern
Inverness, Nova Scotia

Dear editor:

I play both AD&D and D&D games. I have converted a few modules — both ways — and they worked well. I really love the dungeons that present a lot of side adventures/ideas to make into new dungeons. However, I would like to see more regular D&D® game adventures. I would also like more beginners' level dungeons (levels 1-4).

I would also like to say that I like the artwork in the modules. They enhance the "picture" of the dungeon.

Jim Hecht, Jr.
Knoxville, Illinois

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MOUNTAIN SANCTUARY

BY JOHN NEPHEW

It's the little things that count.

Artwork by C. Bradford Gorby
Cartography by Diesel

Summer 1987 was busy for John. In addition to RPG-writing, he wrote scripts and was assistant director for Duluth, Minnesota's G.O.M. Street Theater. One skit, "Sir Hugo and the Troll," poked fun at knightly stereotypes in addition to satirizing local issues. (John would also like to say "Hi!" to Credence.)

Mountain Sanctuary is an AD&D® game adventure designed for a party of 3-6 characters of 1st-3rd level. Although designed as a companion to *Grakhirt's Lair* (which appeared in issue #1), a copy of that module is not required to enjoy this one.

Adventure Background

The information that follows may be discovered from a variety of sources such as divination spells (e.g., *legend lore* or *commune*), rumors, and legends. The information may also be found in the journals of the late illusionist Arham (see *Grakhirt's Lair*, lower dungeon level, encounter 29).

Arham, a powerful and infamous illusionist, is best known for his later northern exploits (the domination of the powerful Ivirwylliw Assassins' Guild, for example), but his origins are to be found to the south. His parents were of vastly different heritages — his mother was the daughter of a nomadic desert chieftain, his father a rugged trapper from the mountains. Their paths crossed during the conflict between their homelands, and these same struggles forced them to emigrate westward.

They relocated in Endkynn, a prosperous city growing at the confluence of two rivers. Arham was born and raised there, with all of the experiences and problems attendant on life in a city slum. Prejudice against his foreign ancestry, clear evidence of which was in his appearance and accent, contributed to an overwhelmingly negative environment. Arham grew up to be vicious, distrustful of others, and always seeking power and control.

One old man, however, took pity on the young pariah. The man also saw potential in the lad — an aptitude for the arcane. Arham's schooling in the arts of illusion began at this point. The young man quickly absorbed what he was taught and made good use of it. He allied himself with a band of rough young thieves, using his illusions to distract victims while his companions relieved them of their valuables.

Adventuring provided an additional occupation. The nearby mountains held many opportunities, and there he found his father's legacy of mountain wisdom most valuable. While others used their resources to spearhead civilization's drive into the wilderness, Arham found it more profitable to join with the indigenous races. He knew several humanoid languages and learned more as he led the counterattack on human settlements. As a result, he gained the staunch support of the humanoids, plus considerable wealth. With these assets, he was able to construct a collection of refuges throughout the wilderness.

The antipathy of his fellow humans was another acquisition. He returned to Endkynn from time to time, often associating with his former compatriots of the light-fingered variety. On one such occasion, he had the misfortune of being caught. The actual offense was minor, but (quite accurate) rumors linked Arham to the raids on Endkynn's outlying settlements. Because the rumors could not be substantiated, Arham received a relatively light sentence: to be forever exiled from Endkynn, its lands, settlements, and tributary states.

His wilderness sanctuaries proved quite useful at this point. After continuing his activities with the humanoids for some time, Arham moved on to new urban activities in the north, associating himself with the Ivirwylliw Assassins' Guild. He continued his policy of establishing good personal relations with humanoid groups and establishing sanctuaries in the wilderness. From that point, Arham's story becomes part of another tale.

This adventure concerns one of Arham's earlier dens, a mountain sanctuary that he constructed with the help of goblins. After moving north, Arham had little use for this hideout. Groups of snyads and pesties discovered the sanctuary and made it into their own residence. Other small creatures now live there as well. Apart from these diminutive denizens — and a brief visit by Arham's son, Grakhirt — the sanctuary has been untouched for the past five decades or so.

For the Dungeon Master

There are at least three ways to utilize this short adventure. First, it may be used as a sequel to *Grakhirt's Lair.* If so, the information listed in the background, as well as the sanctuary's location, will have been found in Arham's journals. The discovery of a treasure map is a second way of bringing characters to the sanctuary. Finally, this might simply be used as an encounter to liven up an otherwise drab journey across a mountain range. Inventive DMs are certain to dream up other ways of using the *Mountain Sanctuary* in their campaigns.

The Sanctuary

Read or paraphrase the following to the players:

> Traveling a path along a steep mountainside, you find the area ahead obstructed by rubble. Evidently, there has been a rockslide of large proportions, since much more rubble, as well as larger rocks and boulders, lay below the path. With your route blocked, you find yourselves obliged to remove the debris. To your surprise, the excavation reveals a passage entering the mountain.

A dwarf or any other character familiar with stone and construction will notice that the passage did not occur naturally. Also, the passage's entrance was once concealed. The camouflaged portal was destroyed by the heavier boulders that accompanied the rubble in the rockslide down the mountain's face.

Wandering monsters may be found in the dungeon complex. An encounter occurs on a roll of 1 or 2 on 1d6. Check each turn that the party is in the complex. If an encounter occurs, roll 1d6 and consult the Wandering Monsters table on page 8 to determine what is encountered.

In running random encounters (and even the set ones), the key thing to remember is the size of the creatures compared to the player characters. It is almost certain that the party members will be much larger than those creatures they encounter. This will not render the party safe from attack; if anything, it will stir greater antipathy toward the intruders. The intelligent, diminutive denizens will simply have to use methods of stealth and cleverly laid traps to defend their home. The following notes should be useful in managing the wandering monsters.

Cave crickets are more a nuisance than a threat. When the party comes within 20', the crickets begin to chirp loudly. Although there aren't any large predators to be attracted by the noise, all residents of the sanctuary are alerted to the presence of intruders. The odds of encountering a wandering monster increase to 4 in 6 for the next two checks. Characters who approach within 10' of the crickets are likely to be jumped at and kicked (see *Monster Manual II,* page 23).

Huge centipedes are basically mindless and hungry. They will attack the party without hesitation. Fire is effective for holding them at bay.

Mites are malicious but cautious. A randomly encountered group will actually be seen only on a roll of 1 on 1d6. If seen, the mites will turn to flee, and the PCs may try to attack or pursue them. Otherwise, the characters merely hear the scurrying of tiny feet and many twittering voices. The mites will have avoided the party, but will prepare for an offensive, cooperating with the other denizens of the lair (see The Offensive, below). Each mite carries 3-12 sp.

Giant rats are more aggressive than their smaller cousins. They are cautious, but 50% of the time are hungry enough to attack a party of adventurers. Food thrown to giant rats is enough to prevent or halt an attack.

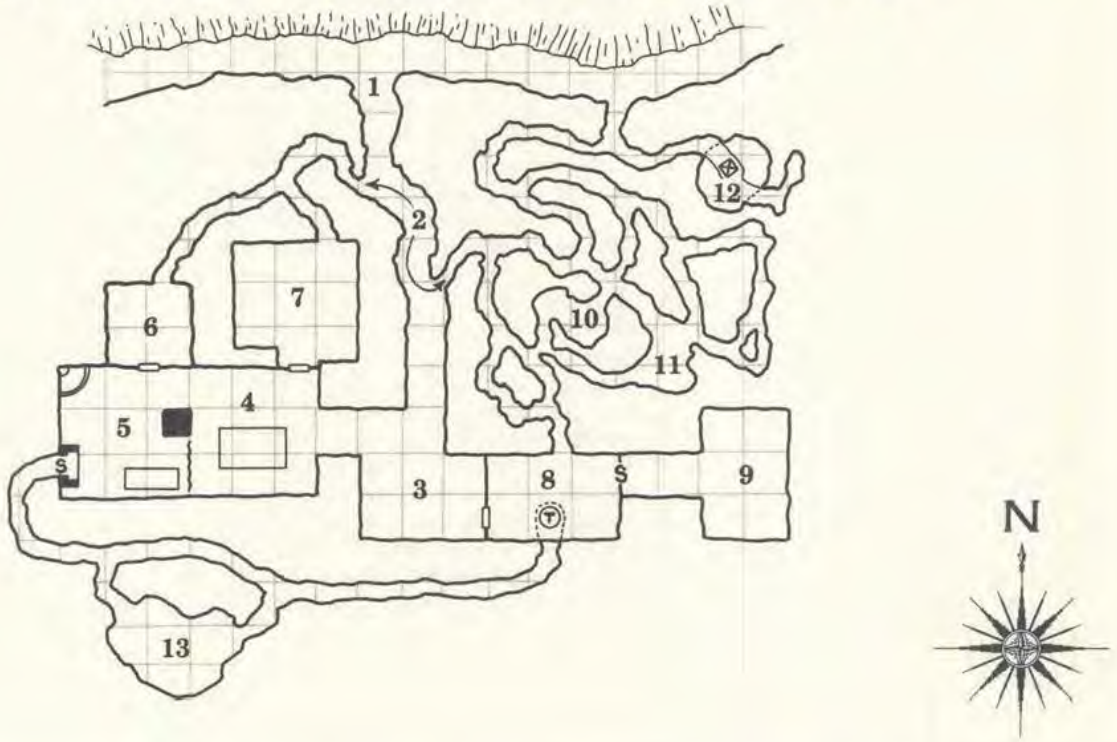
Ordinary rats will avoid the party, squeaking as they run away down the passages. They will fight if cornered but still flee if possible.

Snyads behave much like their cousins, the mites, in at first avoiding intruders. They will only be seen on a roll of 1 on 1d6. If seen, flight will be their immediate course of action. On a roll of 2, 3, or 4 the snyads attempt to sneak up on the party and pilfer available possessions. Treat each snyad as a 7th-level thief for its chance of successful pickpocketing (base 60% chance of success). On a roll of 5 or 6, the snyads merely observe the party's presence and withdraw to create a strategy. Each snyad carries 3-24 cp on its person.

The Offensive

As noted above, the residents of the sanctuary will prepare and execute an offensive to drive off the intruders. The monsters will begin to plan their strike as soon as they are alerted to the party's presence. Planning and preparations take 1-3 turns (so be sure to keep track of time). After that, the diminutive

ARHAM'S MOUNTAIN SANCTUARY



creatures just watch and wait for the most opportune moment to make their move. Some guidelines and suggestions for the plan of attack are provided hereafter.

Three sorts of creatures will engage in the offensive: mites (from area 13; up to six will participate); giant rats (area 10; up to four); and snyads (area 11; up to five). Be sure to note which creatures are killed in the offensive and reduce the number to be found in their respective encounter areas accordingly. Mites contribute to the effort by setting traps and engaging in melee. Half of them carry three throwing darts each for missile combat (one dart may be thrown per round, doing 1-3 hp damage). Snyads serve to distract the PCs and pilfer their pockets. Giant rats function primarily in a combat role, although their squeaking can be used for a distraction.

The first part of the offensive will be aimed at splitting up the party, since individuals are easier prey for traps and hand-to-hand combat. To divide the party, several ploys may be tried. They include making noises (rat squeaks, footsteps, clanking, dropping things, etc.) in several passageways, hoping the party will split up to seek out the source of the clatter. Or, several snyads may sneak up and pick the characters' pockets, then run away in different directions. The DM should invent other devices which the monsters might employ. Determined parties might stick together indefinitely; if the PCs appear to be cohesive, the monsters will just go ahead with the next phase.

Once split up, the party will be subjected to the main part of the offensive. The basic plan is to lead the PCs into traps, then move in for hand-to-hand struggles. The mites might set up nets to drop on the adventurers, or they and the snyads might try to lead or drive the party into an area strewn with small caltrops. Tripwires are a favorite of the mites; the confusion of PCs falling all over each other is the perfect situation for an ambush.

Combat tactics are as follows: Giant rats and melee-mites attack the party from all sides, while the mites with darts attack from a distance. (Because of the PCs' size, the mites have little difficulty aiming over their compatriots' heads.) In all this confusion, the pesties run in and around, being a nuisance to the PCs and making off with their goods.

The monsters are fairly brave in defending their homes but are far from suicidal. The offensive is likely to become a major melee, but as the monsters sustain casualties there will be an abundance of deserters. They can be expected to regroup, however, and ambush the party from time to time with guerilla-like tactics. The idea is to keep the players paranoid; they won't know how many of the creatures are left, and the little buggers will pop out of a secret passage and attack whenever a PC lets his guard down.

Dungeon Encounter Key

1. Mountainside Passage. The first portion of the passageway is crudely hewn from the mountainside. Small piles of loose stones are scattered about. The quality of craftsmanship improves as one travels further into the sanctuary.

2. Small Entrances. These little tunnels (2½' high, 1½' wide) are concealed behind piles of loose stones. Because there are similar piles all along

the passage, these will not seem unusual to the PCs. Unless the adventurers are actively searching the corridor (in which case the tunnels *will* be found), there is a 2 in 10 chance per character (4 in 10 for halflings, gnomes, elves, and dwarves) of noticing these entrances by casual inspection. Check for each individual.

3. Workshop. Arham used this workshop for making and repairing things. Most of the room's items are neatly placed in the southwest corner. A workbench stands there with two sawhorses beside it. Assorted carpentry tools lie on the workbench and hang on the walls. Also on the wall is a hooded lantern; it is not lit and is empty of fuel. Sawdust and small scraps of wood litter the floor.

In the northeast corner of the room is a large, study, iron-banded wooden chest. The chest is locked and trapped; the trigger mechanism is a small lever set in the floor beneath the chest. If the chest is moved or violently disturbed, a ceiling block slides open to dump a small vat of acid in front of the chest. Anyone standing there must roll his dexterity or less on 1d20 or suffer 4-16 hp damage. If the roll is successful, the character manages to dodge the caustic fluid and is only splashed for 1-2 hp damage. Other people in the room must roll their dexterity or less also, but the roll is modified in their favor by subtracting 2. If the roll is missed, a character suffers splash damage (1-2 hp). All damage is avoided if the roll is successful. This little trap might, early in their careers, deter PCs from habitually hacking apart chests with locks they cannot pick. (When Grakhirt was here, he successfully detected the trap on the chest; not knowing how to disarm it, he left the chest alone.)

The chest is not very full, and what is there consists of bottles, vials, and flasks. There are two glass vials of unholy water, one of holy water, and four of acid. All seven vials appear identical. A small green bottle contains an ingestive poison, a watery green liquid smelling like pine needles. Imbibing this poison first causes dizziness and disorientation (−3 on "to hit" rolls) for one round; the character must then save vs. poison. If the saving throw is made, the dizziness continues for 2-5 rounds, but no other effects are suffered. If the roll fails, the PC passes out and suffers 3-18 hp damage as the toxin runs its course. The character awakens after 4-16 rounds. Another flask holds *sovereign glue.* This substance is useless and worthless because it has bonded to its container. Arham used the glue for his carpentry until he ran out of the *oil of slipperiness* required for the container every time the glue is used.

Also to be found in the chest are three potions of *diminution.* Beings wishing to enter the small tunnels need not imbibe an entire dose. Halflings and gnomes might be able to function normally in the 3'-high passages, or at most would require a couple of sips of potion. The fraction of a dose that is drunk is the fraction of height that is *lost;* for example, a 6'-tall human who drinks two-thirds of a dose would become 2' tall. A character cannot shrink to less than 5% of his original height. The potions work for only nine turns per dose, so keep careful record of the passage of game time. Large characters could easily become trapped if they are in the small tunnels when the effect wears off.

4. Dining Room. In the center of this room is an oak table surrounded by four chairs. Arham dined here and occasionally entertained humanoid leaders whom he sought to influence. There is nothing of significance in this room. A mildewy curtain of blue cloth divides this area from the adjacent kitchen.

5. Kitchen. In the kitchen's northwest corner is a fountain of briskly running water. The water comes from an underground stream that surfaces farther down the mountainside. A stone projection from the wall, carved into the shape of a horse's head, delivers the water from its mouth. The liquid then falls into a stone basin, also hewn from the rock. A bronze grill covers the 3"-wide drain. The grill can be removed, revealing a *buckle knife +1* wedged between the sides of the drain. Any character attempting to dislodge and retrieve the knife must roll his dexterity or less on 1d20, modified by +2 on the roll, or the knife will slip from his grasp and be carried down into the stream — lost for all practical purposes.

The table by the curtain was for food preparation. Rusty ladles, knives, and a meat cleaver are on it, as well as several small jars of decaying herbs and spices.

A fire pit, over which is suspended a cauldron of foul-smelling water, is in the southwest corner. A smoke vent is in the ceiling above the pit. This was a crucial part of the ventilation system; hot air and smoke would rise to the surface through this vent, and fresh air would be drawn down through the vent in the bedroom (area 8). Ashes and cinders lie beneath the cauldron. Within them can be found 3 pp, 8 ep, and a platinum earring set with a peridot (worth 235 gp total; its mate is in the giant rats' nest, area 10). Beneath the ashes is a loose stone that functions as a trap door; it leads to the mites' lair (area 13).

6. Lavatory. The fixtures in this room are a toilet (in the southwest corner) and a bathtub (along the north wall). The toilet empties into the underground stream past the point from which the water flows into the kitchen (room 5), as does the bathtub's drain. Water for the tub was taken from the spring in the kitchen and was heated over the fire pit. Lying on the floor beside the tub is a pile of rotting, moldy towels and washcloths. Concealed behind the tub is a small tunnel entrance. There is nothing of value in the room.

7. Storage. This room was used primarily for the storage of foodstuffs, although some timber (for use in the workshop) is also to be found. Most of the food has been taken away and eaten by the snyads, mites, rats, and the room's current residents. What remains is fairly decayed and entirely unfit for consumption.

Living in the room, having made their nests in the sacks of rotting grain piled by the north wall, are six **spectramice** (AC 8; MV 9"; HD ¼; hp 2 (×3), 1 (×3); #AT 1; Dmg 1; SA illusion; AL N; see end of module for complete description). Anyone looking around the room will observe an albino mouse or two coming out to see the visitors and squeak at them. The mice are hostile only if they are attacked or if their homes are disturbed (for example, if the PCs begin to prod with weapons or search through the grain sacks). In such a situation, the mice attempt to create a *phantasmal killer* against the first person to disturb them, and follow with other illusions (or biting) as appropriate. In designing illusions, the DM should keep in mind the experiences
that these mice would have had. For

example, they would not create a dragon because they have never seen one. On the other hand, illusions of such monsters as mites, giant rats, huge centipedes, and cave crickets would be quite logical and appropriate.

Nothing of value to the adventurers is to be found here.

8. Bedroom. The door to this room is open. Cobwebs cover most of the chamber. Along the southern wall is a bed in poor condition, having a large amount of mold (not of the monstrous type) on its covers and assorted boring insects infesting its wood. Three things are under the bed: a trapdoor leading to the mites' den (area 13) and two **huge spiders** (AC 6; MV 18″; HD 2+2; hp 13, 11; #AT 1; Dmg 1-6; SA surprise on 1-5 on 1d6, leap up to 3″, poison (save at +1 or die); AL N). The huge spiders are patiently waiting for their dinner — presumed to be the next mite that ventures out of the trapdoor. When the adventurers enter the room, however, the spiders will instead attempt to make them their next victims.

Several other items and features of interest to the party can be discovered if the cobwebs are cleared away. In the northwest corner of the room is a small, circular table with a brass lamp sitting upon it. The lamp is bejeweled with five blue gems (an azurite, a blue quartz, a jasper, a spinel, and a turquoise) and is worth 600 gp. Lying on the floor by the table is a rusty dagger with runes inscribed upon the blade, reading "Arham" in the common tongue. The dagger is nonmagical.

Hanging on the north wall is a tapestry depicting Arham on the trail outside, viewing the mountains. The tapestry is enchanted to make the image of Arham appear in three dimensions; it quite literally stands out from the rest of the picture. The tapestry is worth 700 gp. It is 6′ high, 10′ long, and weighs 55 lbs. Concealed behind the tapestry is an entrance to the tunnels inhabited by snyads and giant rats (see areas 10-12).

A small air vent leading to the surface is located in the ceiling in the room's northeast corner. Nearby, on the east wall, is a secret door leading to Arham's study.

9. Secret Study. Located 10′ down the secret passage from the bedroom, this chamber was Arham's study. The north and east walls are covered with bookshelves that reach to the ceiling. Most of the shelves are barren and dusty. A few scattered titles, however, were left when the illusionist moved on: a treatise on tropical weather patterns, a manual detailing the construction of canoes and rafts, an astronomy handbook of constellations, several volumes on humanoid anatomy and physiology (goblins, hobgoblins, orcs, gnolls, and kobolds), and four more texts on whatever topics the DM can dream up. Each book is worth 2-12 gp to a collector.

In the northern part of the room is a cushioned chair that, despite its age and thick covering of dust, is in quite good condition. A small wooden table holding a bejeweled goblet and a blank parchment scroll is in front of the chair. The goblet, set with six banded agates, is worth 80 gp.

Against the south wall is Arham's mahogany desk. An oil lamp is on top of it, along with several feather pens, an inkwell, and five sheets of blank parchment. The desk has four drawers: one contains more blank parchment (37 sheets) and three empty ivory scroll tubes, another holds bottles of colored inks (black, white, red, blue, and yellow), the third is empty, and the last drawer holds a large book. This is Arham's third-level spell book. It contains the following illusionist spells: *delude, hallucinatory terrain, paralyzation, phantom steed, spectral force, suggestion,* and *wraithform.*

10. Giant Rat Nest. This chamber is the lair of the sanctuary's **giant rats** (AC 7; MV 12″; HD ½; hp 3 (×4), 2 (×4); #AT 1; Dmg 1-3; SA disease; AL NE). From 1-8 of the rodents can be found here when the PCs arrive. An assortment of shiny objects collected by the rats is gathered here. Most items are worthless (broken glass, for example), but the valuable things are 12 pp, 9 gp, 13 ep, 8 sp, 40 cp, three gems worth 40 gp each (a carnelian, a citrine, and a zircon), and a single platinum earring set with a small peridot (worth 235 gp total; its mate is in the kitchen, room 5).

11. Snyad Den. From 2-7 **snyads** (AC −4; MV 21″; HD 1-1; hp 4 each; #AT nil; Dmg nil; SD +3 on saving throws vs. spells that can be dodged; AL N) can be found here, depending on what happens in The Offensive (see page 4). Even if confronted in their lair, the pesties will flee rather than fight, escaping outside to the mountains if it proves necessary and possible. The DM may allow a biting attack (for 1 hp damage) for snyads who are cornered by PCs. Each snyad carries 3-24 cp. Any item stolen from the PCs by snyads will be found here 90% of the time; otherwise, the item in question was in the possession of a pestie who fled the sanctuary. (It would be possible, as a continuation of this adventure, to track the thief, although it would certainly be difficult — and perhaps dangerous — if one runs across other hostile inhabitants of the mountains.)

12. Tiny Trap. This is a simple covered pit trap, of a size appropriate to the creatures who roam the small passages. The bones of the little beings (snyads, a couple of jermlaine, and some rats) litter the floor of the 3′-wide, 5′-deep pit. Also in the trap, alive, is an **osquip** (AC 7; MV 12″ (½″ through stone); HD 3+1; hp 15; #AT 1; Dmg 2-12; AL N). The osquip is engaged in burrowing its way out, but it will quickly stop to attack anyone who drops in. It arrived here recently, after taking the wrong passage in its search for a repast of rat or pestie.

Among the bones and litter are 12 ep, 22 sp, 14 cp, and a small aquamarine (worth 210 gp).

13. Mite Den. The mites, renowned for their use of traps and snares, naturally have their lair protected by such devices.

East Entrance. This is a manually operated trap; it is set off by the cutting of a cord inside the lair. One end of this cord is fastened to the floor, and the other goes into the ceiling where it holds up a heavy blade. Cutting the cord allows the blade to fall and, in doing so, cut several wires which suspend a heavy stone block over the passageway from the east. Each person in the passageway must roll his dexterity or less on 1d20. If successful, the character jumps out of the way. Be certain to note whether the player desires his character to jump forward or back, as the store will completely block the corridor and may separate PCs who jump in opposite directions. A PC that rolls higher than his dexterity is struck by the block and suffers 3-18 hp damage. In addition, the character will be pinned beneath the stone. (Poles to be used as levers are invaluable in this situation.)

Although the trap helps the mites by blocking the party's progress and perhaps by wounding or killing a PC, it also eliminates one of their escape routes. Therefore, after triggering the trap, the mites abandon their lair. If it seems that the party remains strong, the mites exit their tunnels by way of the trap door in the fire pit of the kitchen (room 5) and flee the sanctuary. If they are led to believe that they still have a reasonable chance of defeating the characters, they will engage in melee in the tunnels. Because of the tunnels' size and shape, only one creature from each force may fight at one time, and the only weapons usable are those of the thrusting and stabbing variety. (Other weapons may still be used for parrying by cavaliers and paladins.)

West Entrance. A strong silk filament is stretched across the west entrance. If tripped, a small poisoned dart flies out of the wall on either side of the passage. Each of the two darts makes an attack roll as if thrown by a mite (i.e., as a 1-1 HD monster) and does 1-2 hp damage if it hits. A character struck by a dart must also make a saving throw vs. poison at +2. If the save is successful, the PC performs as if under a *haste* spell for two rounds; then, being very tired, the character acts as if under a *slow* spell for the four subsequent rounds. If the saving throw fails, the affected character goes berserk. He moves as if under a *haste* spell and assaults the nearest creature, be it friend or foe. After four rounds of this activity, the character collapses, exhausted, and is immobile for 1-4 turns. In addition, the character suffers −1 on "to hit" and damage rolls for the next 1-4 hours because of exhaustion.

The mites of the sanctuary know about this trap, of course, and will never be so foolish as to spring it themselves. It is worth noting that the mites and their kin (i.e., snyads and jermlaine) are immune to the poison mentioned above.

From 2-8 **mites** (AC 8; MV 3″; HD 1 −1; hp 4 each; #AT 1; Dmg 1-3; AL LE; three carry darts as missile weapons for 1-3 hp damage), depending on what happens in The Offensive (see page 4), can be found in the lair itself. Their treasure hoard is also to be found here, kept in small sacks. It consists of 189 cp, 546 sp, 205 ep, and a gold-plated silver brooch set with five amber stones, worth 515 gp.

Wandering Monsters

1d6	Encounter
1	**Cave cricket** (1-2): AC 4; MV 6″, hop 3″; HD 1+3; hp 8 each; #AT nil; Dmg nil; SA jump/kick; AL N.
2	**Centipede, huge** (2-12): AC 9; MV 21″; hp 1 each; #AT 1; Dmg nil; SA poison (save at +4 or take 4-16 hp damage); AL N.
3	**Mite** (1-4): AC 8; MV 3″; HD 1−1; hp 4 each; #AT 1; Dmg 1-3; AL LE.
4	**Rat, giant** (1-6: AC 7; MV 12″/6″; HD ½; hp 3 each; #AT 1; Dmg 1-3; SA disease; AL N(E).
5	**Rat, normal** (1-20): AC 7; MV 15″; HD ¼; hp 1 each; #AT 1; Dmg 1; SA disease; AL N(E).
6	**Snyad** (1-2): AC −4; MV 21″; HD 1−1; hp 4 each; #AT nil; Dmg nil; SD +3 on saving throws vs. spells which can be dodged; AL N.

Spectramouse

FREQUENCY: *Rare*
NO. APPEARING: *1-12*
ARMOR CLASS: *8*
MOVE: *9″*
HIT DICE: *¼*
% IN LAIR: *70%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1 hit point*
SPECIAL ATTACKS: *Illusions (see below)*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very or better*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *II/30+1 per hp*

The spectramouse — also known as the terror mouse and illusion mouse — appears to be a perfectly normal rodent of the albino sort. Curiously, all recorded specimens have been albino; this leads many sages to speculate that there is a connection between the lack of pigment and the creature's magical powers.

Spectramice are generally peaceful herbivores, concerned only with food, shelter, and reproduction. Perhaps as a result of a magical mutation, these intelligent rodents can utilize remarkable powers of illusion when provoked. When more than one spectramouse is encountered, the group is able to cooperate and create even more potent phantasms. The powers are as follows:

A single spectramouse is able to evoke an *audible glamer* (as per the spell of the same name) and can also make itself appear larger. This illusory enlargement can make the spectramouse seem the size of a wolfhound, but it grants no abilities beyond deterring less-daring predators. Two 'mice in cooperation can duplicate a *phantasmal force* spell, four can effect a *spectral force,* and six can create a *phantasmal killer.* The limits to the exercising of their illusory powers are the number of 'mice required and 1-3 segments of "casting time" for the 'mice to communicate and create the illusion; also, the spectramice must concentrate to maintain an illusion.

It appears that spectramice communicate through squeaking sounds. Judging by the complexity of some illusions that have been witnessed, this squeak-language must be very complicated. It is believed to have subtle pitch inflections, unable to be distinguished by human ears, that can convey much information very quickly.

Ω

FOR A LADY'S HONOR

BY ESTES R. HAMMONS

When the Guildmaster speaks, everybody listens.

Artwork by Valerie Valusek
Cartography by Diesel

Estes Hammons sent the following in answer to our request for a short biography: "I am a high-school English and history teacher and administrator, and have been involved in role-playing games for seven years, mainly as a DM. I am currently working on a historical novel about the Crusades, and have written and submitted several fantasy and science-fiction stories to various publications. I am grateful to the original Assassins of Ansbach (Reid, Scott, Tom, and Charlie) for their playtesting and advice." This is Estes's first appearance in DUNGEON™ *Adventures.*

For a Lady's Honor is designed to give 3-6 thieves of levels 4-7 the opportunity to practice their unique skills in a setting conducive to the art of thievery. While only thieves should participate in this adventure, multiclassed characters may be used, but their primary focus should be directed toward their thieving abilities. It is recommended that at least one of the adventurers have some spell-casting ability (a thief/magic-user or a thief/cleric, or both).

Stealth, secrecy, and cleverness are valued above force and bloodshed in this module; a successful venture would find the mission accomplished without the loss of a single life. This adventure is designed to be played in a single session and can therefore be used between ongoing campaigns, or by changing the name of Ansbach and relevant NPCs if necessary to fit the current campaign.

Adventure Background

Read or paraphrase the following to the players:

> You've just completed another somewhat successful trek into the wilderness, and now you seek a moment of repose in the city of Ansbach at noontime. As you sit in the Aardvark Lounge enjoying the lunch special and floor show, you see a beggar peering in through the window across from your table. He signals you with the sign language of the local thieves' guild. As the manager chases the beggar from the premises, you pay your bill and leave for the clandestine meeting to which you have been summoned. The back streets of Ansbach have swallowed up Blind Tom, the beggar, but fortunately you know the location where

you are to meet with the guildmaster who has called you.

After being admitted to one of the "safe houses" of the guild, you find yourselves facing the guildmaster through the darkness of shadows in which the order prefers all its meetings to be held. The shadows are fixed so that only the guildmaster's desk, the parchments before him, and the ritual dagger can be seen. The guildmaster's face is in shadow; his identity must remain a secret even from you.

The master acknowledges your presence but continues to peruse a document before him. Upon completion of his reading, he raises his head to look at you in silence, and you wonder if he can see you clearly enough in the dark to recognize you. After what seems an eternity, he breaks the quiet by speaking in Thieves' Cant. You realize then that you are being given a job of the highest importance, as the cant is spoken only to prevent detection of one's self or purpose.

"The guild has been contacted by a person of some wealth and influence within the city, one who seeks aid of a particular nature which you brothers may be able to provide. Contact is to be made at the Club Ettin with a go-between for this person. You will need to be at the Ettin within half an hour. Once inside the club, order Blue Dragon ale in short mugs and remain there for one hour, during which time the go-between will contact you. A code phrase has been established for identification. Your contact will say, 'The long sobs of the violins of autumn . . .' to which you will reply, '. . . wound my heart with a monotonous languor.' Once contact is established, the go-between will complete the briefing for the mission.

"I must add that I believe the mission will involve the recovery of some item. No matter what other instructions are given to you by your contact, you must bring the item to me. I will see to its delivery to the contact. Your deadline for delivery is dawn tomorrow morning — and no later.

"You were chosen because of your reputations. I trust you won't let your guild down. Unless there are any questions, this meeting is at an end. Farewell, and may your reach be long and quick this evening."

If the players ask questions, the DM should not reveal any information except that the thieves' share of the fee will be substantial, and that successful performance of this venture will ingratiate the PCs with the guildmaster. If the PCs have no questions, the meeting is ended. The PCs exit into the alley by the same door through which they entered. The PCs have just enough time to walk quickly to the Club Ettin, with perhaps one random encounter of the DM's own devising, if he so wishes.

For the Dungeon Master

The city of Ansbach is a medium-sized inland town with a population of several thousand. Sitting astride the crossroads of two major trade highways in the region, it is a market center with a high volume of caravan traffic and intense competition among local businesses. In some cases, actual violence has been the result of these competitive forays. Because of this corporate warfare, thieves (either local guild members or independents) have managed to gain some influence in the marketplace. This particular mission will give the Ansbach thieves' guild a stronger position within the town hierarchy and lessen law-enforcement pressures against the guild as well.

The city is ruled by a governor-general, who is supported by a tax administrator and the lawful high priestess of the dominant faith of the city. A council of 12 elected officials (chosen by districts) handle day-to-day administrative activities and patronage — building permits, business stamps, etc. There is a 10% city sales tax on all purchases (including adventuring gear).

No map of the city of Ansbach has been included in this adventure; the DM may either play out encounters in a free-style manner or provide his own maps, based upon a generic or specific city from an existing campaign world. The Aardvark Lounge and other specific areas may be given a precise location on a city map, or the assumption may be made that 20-50 rounds are required to move from location to location in town, through main streets, secondary roads, side streets, or alleys. Random encounters are described in the "Ansbach Random Encounters" section. Pursuit, evasion, and escape attempts may be governed in a free-style manner using the Pursuit Results Table.

Finally, the DM should remember that the focus of this adventure is the use of stealth and cleverness in accomplishing the mission. Experience points should be calculated with this concept in mind. Encourage the PCs to plot and plan, disguise and devise to their hearts' content. Remember, the absence of bloodshed is almost essential for the mission to succeed; the PCs should be resourceful, clever, and careful.

The Contact

The Club Ettin is in one of the lowest and dingiest parts of town. The player characters are assumed to have visited the club previously and know its location. They may also know some of the personages who frequent the place. The DM may provide a floor plan of the club if desired. During the hour that the PCs are present, they will have 1-3 encounters with various bar patrons — most unfamiliar, as caravan traffic has been high and many new faces are in town. Roll for encounters as per the section "Ansbach Random Encounters," assuming there is a 20% chance that the persons involved are known to one or more PCs (as determined by the DM).

The PCs know that few people order Blue Dragon ale in short mugs because, even though the mugs are short, they are extremely wide and hold a full liter and a half of liquid. The ale itself is so potent that any PCs who drink it must save vs. poison at +1 or, upon finishing the first mug, become greatly intoxicated and subject to the penalties on page 82 of the *DMG*. A successful saving throw means the PC is slightly intoxicated. The bonus to saving throws disappears after the second drink (leading to moderate intoxication if the save is made), and subsequent mugs incur a cumulative −1 penalty to the saving throw (the PC remains moderately intoxicated if the save is made). Wise PCs will merely sip at their drinks or avoid drinking altogether, allowing the mugs to sit before them untouched or disposing of the liquid somehow.

Five minutes before the hour is up, a drunken laborer reels away from the bar, bumping into several patrons and coming to rest half-draped in chummy overfamiliarity on the back of one of the PCs' chairs. In a breathy whisper suspiciously free of alcohol fumes, the seedy fellow intones familiar words into the adventurer's ear: "The long sobs of the

violins of autumn. . ."

The seedy "drunk" is **Corrin of the Dark Blade** (AC 6; MV 12"; A5; hp 21; #AT 1; Dmg by weapon type; S 13, I 16, W 13, D 16, C 12, Ch 14; AL NE; *dagger +2, ring of protection +2,* short sword), an assassin whose foreign guild was destroyed by paladins some six months earlier. He escaped, survived, and flourished in the feverishly competitive atmosphere of Ansbach, and is presently employed in the capacity of "loss prevention advisor" for certain merchants, as well serving as a bodyguard at times for Iago, the well-known city tax administrator.

If no response (or the wrong one) is given to Corrin, he shrugs and leaves the Club Ettin — and the PCs are out of luck with their guild. Once the correct response is made to Corrin's phrase, he arranges with quick hand signals to have the characters join him in a back room of the club to receive the specifics of their mission.

The Mission

After the characters and Corrin are reunited in the dingy back room of the Club Ettin, he fills them in on the details of their mission:

> "In my role as advisor to some of the more influential citizens of Ansbach, I've found myself privy to certain information. One recently overheard tidbit has led me to call upon your association. It seems that one of our city councilmen has come into possession of a certain item of a rather personal nature, belonging to Lady Miranda, the wife of Chief Tax Administrator Iago — my boss. Needless to say, the lady desires the return of the item. However, the councilman has refused to return it and is attempting to compromise the lady's honor by threatening to reveal the item's existence — and the identity of the person who gave the lady such an expensive and personal gift — to her husband, Lord Iago. Milord is not noted for either understanding or forgiveness, as you may well know.
>
> "Very simply, it is necessary to recover the item from the councilman's possession and return it quietly to Lady Miranda. This must be done with extreme care and haste, for the councilman is now attempting to force his attentions upon the lady under the threat of exposing her former imprudent love affair should the blackmailer's odious overtures be rejected. Stealth and a minimum of violence are necessary to avoid attracting the attention of the city authorities. Additionally, I would not want Lord Iago to learn of this little escapade from someone captured by the councilman's guards or the city militia. Surely you understand why.
>
> "I have quoted your guild a fee of 5,000 gold pieces, but if you can successfully perform the operation, I'll include a bonus of 500 gold pieces for each of you. Once you have the item, contact me immediately at Lord Iago's office in the governmental buildings.
>
> "As for the nature of the item and the man who has it — Lady Miranda received this item by courier yesterday morning. It should answer all your questions. I must take my leave of you, as I have other appointments to make tonight. Good luck."

With this, Corrin produces a small wooden box and places it before the characters. He then rises and leaves in silence. Once the door is closed, the characters may open the box to find a miniature painting of a garter, inlaid with six gems that appear to be jet. Lying under the painting is a card inscribed with the words: "You have little time left. I await your reply. — Haster Brunt."

Ansbach Random Encounters

If no city map is used for this adventure, the DM may (as previously noted) assume that 20-50 minutes are required for movement from one location to another. The major areas of interest in town are the Aardvark Lounge, the "safe house" where the guildmaster's briefing occurred, any supply and equipment shops visited by the PCs, the Club Ettin, and Haster Brunt's manor. Any other locations that the PCs desire to visit (such as the offices of Lord Iago) may be similarly treated.

Random encounters in Ansbach are met on a roll of 1 on 1d6, rolled every three game turns (half hour). If an encounter is indicated, another 1d6 is rolled. A roll of 1-2 indicates a meeting with a group from the selection given below; these are encounters specific to this adventure and the city of Ansbach. If the 1d6 roll is 3-6, make another roll using percentile dice and check the City/Town Encounters Matrix on page 191 of the *DMG.* Extremely tough encounters (as with vampires, demons, etc. should be rerolled to avoid disrupting the adventure.

The encounters below are designed to aid the DM in running an interesting game as the characters try to gain information concerning their mission. Some encounters are more detailed than normal random encounters because of their specific purposes.

Since this is not a simple hack-and-slash adventure, the characters should attempt to handle each encounter as cleverly as possible. It is recommended that there should be at least four encounters before the actual theft is attempted, as this will allow the PCs to interact with some of the diverse characters who inhabit Ansbach. Each encounter should occur in an appropriate location (i.e., a street, alley, bar, etc.).

The DM should also plot out several minor, mundane incidents for the characters to cope with while in the city. These encounters are left to the individual DM to create to fit within his own system.

1. The Young Turks. Eleven of these street-gang delinquents have the following statistics: AC 10; MV 12"; F1; hp 7; #AT 1; Dmg by weapon type; AL CN-CE; small clubs, daggers. Their leader, **Oliver,** has: AC 8; MV 12"; A5; hp 20; #AT 1; Dmg by weapon type; D 16; AL CE; *dagger +1.* Each gang member has 1d6 coins on his person, with the remainder of the group's wealth hidden in their clubhouse.

On the streets, the gang members are abusive and rude toward anyone who appears weaker than themselves. This description could include the PCs, who as thieves are generally considered to be nondescript persons. Any jostling by the Turks is always followed by an attempt to pick pockets (22% chance of success). If an actual scuffle breaks out, the city guard arrives in 2-5 rounds. (See encounter 6 for guard statistics.)

The Turks are not controlled by any of the independent thieves in Ansbach, nor do they work for the characters' guild. However, if approached in the proper manner, they may divulge a piece or two of information about Haster

Brunt. (The DM should choose some bit of information from the section on Brunt for the Turks to know.)

2. City Official — Haster Brunt. While it is true that Brunt is the target of the mission, there should be no reason for the characters to accost him before they raid his manor. See "The Villain" for Haster Brunt's statistics. The DM may choose his destination if the characters want to follow him. On the streets, Brunt is guarded by four **bodyguards** (AC 5; MV 9"; F3; hp 18 each; #AT 1; Dmg by weapon type: dagger, long sword; AL N).

There is a 5% chance that the PCs will be noticed for each turn that they follow Brunt. This chance is cumulative, increasing the risk for lengthy shadowing.

3. City Watch. A city watch patrol consists of 3-8 **guardsmen** (AC 5; MV 9"; F2; hp 11; #AT 1; Dmg by weapon type; AL LG-LN; chain mail, short swords) commanded by a **sergeant** (AC 5; MV 9"; F3; hp 17; #AT 1; Dmg by weapon type; AL LG-LN; *long sword +1;* chain mail). Each patrol also has the support of a **patrol cleric** (AC 4; MV 9"; C5; hp 29; #AT 1; Dmg by weapon or spell type; AL LG-LN; *hammer +1, banded armor; spells: bless, command* (×2), *hold person* (×2), *silence 15' radius,* and *cause paralysis).*

There is a 10% chance that any patrol stops and questions the PCs in a very general way, asking questions about their plans and occupations, etc. The DM should use a charisma check during each round of questioning to see if the watch is unusually suspicious of the PCs. If so, they take one or more of the group to the watch house for 30-180 rounds of questioning.

4. Pilgrims. These five pilgrims are on their way to a shrine in the far west. They wear no armor, carry no weapons, and have only traveling expenses (approximately 100 gp) on their persons. As with all true pilgrims, they are without horses or provisions, as they trust their deity to supply all their needs. If the PCs initiate a conversation, the pilgrims attempt to convert them to their religion. They have no useful information, but this encounter serves to keep the characters on their toes.

Five pilgrims: AC 10; MV 12"; C1; hp 5; #AT nil (unarmed and pacifistic); AL CG; spells: *cure light wounds* each.

5. City Merchant. This particular individual is familiar to the PCs. He is a retired thief, now a fence for stolen articles. The **merchant** (AC 9; MV 12"; T3; hp 12; #AT 1; Dmg by weapon type; AL CN; *ring of protection +1,* dagger, belt pouch with 75 gp and two small gems worth 50 gp each) may be able to give the PCs some information about Brunt and the type of person he is. The DM must decide what pieces of information he has.

6. City Guard. This patrol consists of 11 individuals. There are nine **regular soldiers** (AC 5; MV 9"; F1; hp 5 each; #AT 1; Dmg by weapon type; AL LG; chain mail, crossbows, long swords). They are led by a **lieutenant** (AC 3; MV 6"; F5; hp 35; #AT 1; Dmg by weapon type; AL LG; *long sword +1,* plate mail). The patrol is accompanied by a **magic-user** (AC 8; MV 12"; MU2; hp 7; #AT 1; Dmg by spell or weapon type; D 16; AL LN; dagger; spells: *sleep* and *friends*). The DM may add a few minor scrolls to the magic-user's possessions if he chooses, as well as allocating 1-10 gp worth of coins to each individual.

This type of patrol arrives first at the outbreak of any disturbance, anywhere in the city. The patrol's magic-user casts his spells from a safe distance to neutralize as many opponents as possible, while the guards use their crossbows before going into melee.

7. Laborers. These six men are **typical workers** (AC 10; MV 12"; zero-level humans; hp 4 each; #AT 1; Dmg by weapon type; small clubs). There is a 10% chance that one of the laborers also serves on the city watch. The laborers can be polite or ready to brawl, depending on the situation confronting them. If they are treated decently by the PCs, they may volunteer information about Brunt (especially about the house in which he lives) or other information concerning the city or its people. This encounter can be extremely important for the PCs, as it is one of the safest and surest means of gaining some information about their victim and the high regard in which he is held by the city's inhabitants.

8. Doppleganger. This creature has taken on the persona of one Olcry Munchen, a coppersmith in good standing in the city. Having slain the coppersmith several months ago, the doppleganger has acquired a taste for the mercantile politics of Ansbach, and plans to maintain and improve his position. Unless the PCs are protected in some way from his *ESP* ability, the doppleganger reads their minds and discovers their true nature and mission. It is possible that he may try to hire one or more of the PCs to perform a minor robbery of a rival in town. (Remember that there is intense competition between merchants in the city, and it is not uncommon for them to make use of thieves against one another.)

The doppleganger offers 300 gp for the job, which will be no real problem for the PCs to accomplish. If the characters refuse the job, the doppleganger relays his suspicions about them to the proper authorities, thereby putting the thieves in an extremely tenuous situation. There is also a good chance that the doppleganger can give the characters some information about security measures at Brunt's home (see "Haster Brunt's Manor"), as he has been a guest there several times. Under no circumstances will the doppleganger reveal his true nature.

Doppleganger: AC 5; MV 9"; HD 4; hp 22; #AT 1; Dmg 1-12; SA surprise on 1-4; SD save as 10th-level fighter, not subject to *sleep* or *charm* spells; AL N.

9. Mumph, an Independent Thief. Mumph and his three accomplices appear to be nondescript individuals. As independents, they follow no rules except those of the profit motive. **Mumph** (AC 4; MV 12"; T6; hp 19; #AT 1; Dmg by weapon type; S 12, I 15, W 10, D18, C 12, Ch 14; AL CN) wears *leather armor +1* and carries a *short sword +1* and a dagger. His three **accomplices** (AC 10; MV 12"; T1; hp 3, 4, 6; #AT 1; Dmg by weapon type; AL N-CE-CN) are armed with two daggers each.

These thieves watch the PCs and wait for an opportunity to attempt a robbery. The DM should allow a 10% chance per round for the characters to become aware of Mumph and company. If Mumph is spotted and questioned, he may be able to bribe himself out of any conflict by offering information to the characters. The DM should decide what information Mumph knows and how accurate it is. Mumph and his associates will not work with the PCs or aid them in their mission.

10. Wolgar Kin, a Wine Merchant. Kin is one of the wealthier merchants in the city, and for this reason he may attract the thieving interests of the PCs. This encounter is designed as a temptation for the players, to sway them from their mission. Kin is always accompanied by 2-5 **guards** (AC 5; MV 9"; F4; hp 22 each; #AT 1; Dmg by weapon type; AL N; chain mail, broad sword, dagger). The guards' presence should make any attempt at robbing Kin difficult. However, if the characters approach the wine merchant carefully and in a businesslike manner, they may learn a few bits of information that the DM chooses to reveal concerning Brunt and his home. The PCs might learn that Kin has been paying bribes to Brunt for years concerning an unrevealed and illegal business deal.

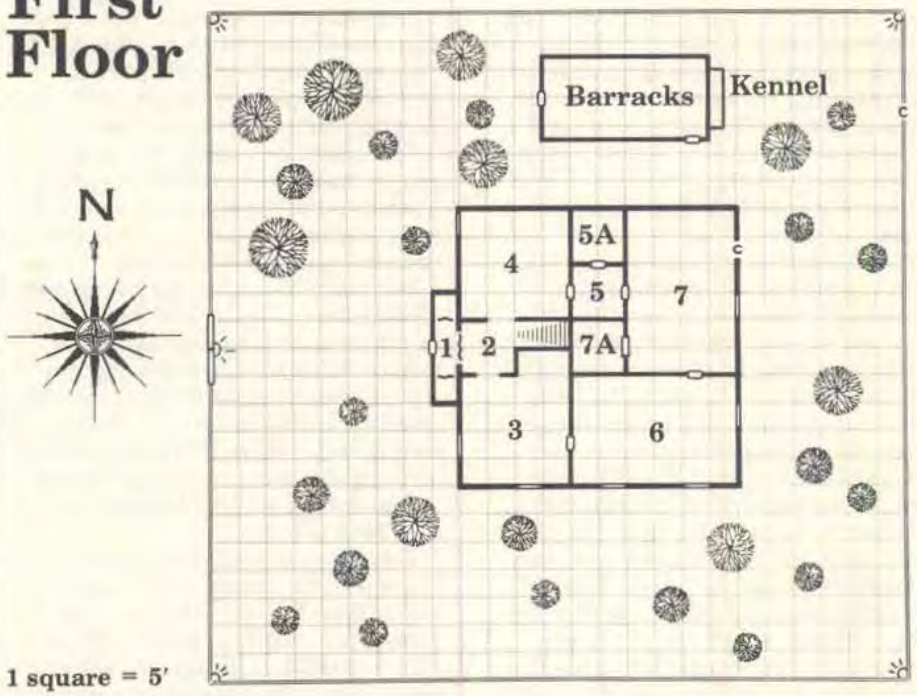
The Villain

Haster Brunt (AC 2; MV 12"; F7/MU6; hp 24; #AT 3/2; Dmg by weapon type; S 9, I 13, W 12, D 15, C 13, Ch 16; AL CN; *bracers of defense AC 4, ring of protection +1, dagger +1,* long sword) is one of the 12 councilmen who govern the city of Ansbach. This makes him a powerful force to be dealt with. Because he is often seen in public, and his movements are closely watched by both the curious and the envious, he must be extremely careful of his behavior or risk defeat in a future election. Brunt is serving the third year of his second five-year term. He is a 40-year-old widower whose wife left him a huge fortune. He has continued to add to this considerable sum through his position in the government and by other means, including blackmail. Brunt is discreetly involved with two mistresses and hopes to make Lady Miranda the third. He has a passion for fine art and good wine, is very supportive of the local temples, and is well respected by the magical community of the city, having had some experience with magic himself. He lives in his district, near the east wall of the city, where he employs a small bodyguard force. Recently, Brunt had a new safe installed in his home by dwarven metallurgists.

The above details about Haster Brunt should be given out to the characters as the DM sees fit, though most of the information should come from careful and deliberate inquiries made during the remaining hours before sunset. The information on Haster Brunt's two mistresses comes from numerous rumors, not all of them unfavorable as Haster Brunt is, after all, a single man. He has, however, been seen to favor Lady Miranda's attentions, to her husband's burning jealousy (and, it is said, to Lady Miranda's revulsion). The exact nature of any magical possessions he has should only be hinted at, not given out freely. The DM should add a few untruths to confuse the situation about Haster Brunt's personal powers as a warrior or spell-caster.

Brunt was formerly a 6th-level magic-user before entering the military on a commission and gaining some actual combat experience. Additionally, he can *hear noise, move silently,* and *hide in shadows* as an 8th-level thief, as a result of guerilla activities he was involved with during his time in service. He keeps the spells *alarm, charm person, light, magic missile, detect invisibility, web, hold person,* and *suggestion* memorized. Though he is not evil, he has little mercy for those who fall into his clutches. Rather than slaying captured foes outright, he may quietly ransom them or sell them into slavery elsewhere.

HASTER BRUNT'S HOME First Floor



Haster Brunt's Manor

Brunt's home is located on the east side of Ansbach in his upper-class electoral district, one of the more fashionable sections of the city. It is a two-story, wood-frame house, similar to many others in Ansbach. The grounds are surrounded by a smooth, 10'-high, stone wall which is canted outward at such an angle that any *climb walls* attempt must be made with a −15% modifier. Grapples can catch the top of the wall on a roll of 13 or higher on 1d20 (bonuses for dexterity-based missile fire allowed). *Continual light* spells have been cast upon small stones atop each corner of the wall.

Each turn that the characters are engaged at the wall and not hidden, there is a 40% chance that they are seen by guards inside the grounds or by patrols outside the walls. If the PCs remain at the wall or attempt to perform their mission after being spotted, they are attacked and might be overwhelmed by the sheer numerical superiority of the forces against them. There is a 5% chance per game turn for a random encounter outside the walls of

Brunt's manor at night (see "Ansbach Random Encounters"). If an alarm is given, 1-6 city guards arrive 1-3 turns later.

There is an iron gate on the west side of the wall which is the only visible entrance or exit into the courtyard. (The concealed exit in the east wall can be found only from inside the complex.) The iron gate is always locked (−15% to pick the lock) and is guarded by two of Brunt's bodyguards (see Ansbach Encounter 2 for statistics).

At its closest point, the house is 30′ from the wall and is surrounded by a courtyard planted with ornamental trees and shrubs. As added protection, Brunt purchased five trained **war dogs** (AC 6; MV 12″; HD 2+2; hp 13 each; #AT 1; Dmg 2-8; AL N) to constantly patrol the courtyard. These dogs can smell intruders within 90′ with 80% accuracy and have an 80% chance to hear any movement except a thief *moving silently*. Each animal wears a studded leather collar and light leather armor. The dogs will not maul an unresisting opponent, but will bark and growl loudly instead, awakening everyone in the neighborhood. The dogs are wolflike in appearance.

A barracks for the guards has been erected on the north side of the house. It is a single-story building, 15′ wide and 30′ long. There is a 7′ gap between the top of the wall and the roof of the barracks. From the barracks, it is only 13′ to the house. The barracks are hidden by several leafy shrubs from the view of anyone standing at the front gate. At the rear of the barracks are the dog kennels, one cage for each dog.

The guards at the house have a fixed order for patrolling the grounds. Five guards are on active patrol on the manor grounds at all times; the guard shift is changed every six hours (starting at midnight), when a new group of guards leaves the guard house and the old shift comes in for a rest. Of the five guards on duty, two stand outside the wall of the manor grounds, weapons not drawn or unslung but kept fully at the ready (one segment reaction time). As one guard stays at the gate, the other takes a full turn to walk around the wall, then stands by the gate for a turn as his partner walks around the wall.

The other three guards patrol the grounds inside the wall, playing with the dogs or inspecting the trees and shrubs. Their positions within the grounds at any time are quite random, though they do tend to wander (Haster will fire them if they stand in one place all day). Because of two attempted break-ins in the past year (one a possible assassination attempt), the guards stay fairly alert and have normal chances for being surprised, even when they appear quite bored or tired.

Of the guards who are not on duty, 10 are on the grounds, asleep or resting in the barracks; the other five are off-duty and elsewhere in town, to return when the next guard-shift changes.

The main door of the house faces west toward the iron gate. It is made of heavy oak and is locked (normal chances to pick). It is also trapped with a poisoned arrow, which fires through a small space just below the keyhole and strikes its target as if fired from a 6th-level fighter (1-6 hp damage; save vs. poison or take 4-24 hp damage, or 2-12 hp if save is made).

There are various windows about the house on both stories. All windows are locked from the inside but may be forced open on a *bend bars* roll with a +15% modifier (roll score to *remove traps* to avoid making noise). Of course, the windows may be broken open by rocks or weapons, but the splintering of glass is 80% likely to be heard by guards or dogs. There is a 10% chance per window that one of the upper-story windows has been accidentally left unlocked. Lower windows are checked on a 20% chance per hour by the three guards on the grounds.

First Floor

Several rooms are noted to have curios in them. To generate the type and value of a curio, roll 1d6. On a roll of 1, the curio is from the Magic-User Furnishings table, on page 218 of the *DMG*, and has a value of 2-40 gp. On a roll of 2-5, the curio is from the Miscellaneous Utensils and Personal Items table, p. 219, *DMG*, and is worth 1-20 sp. On a roll of 6, the curio is from the Jewelry and Items Typically Bejewelled table, p. 219, *DMG*, and the item is worth 1-100 gp. In all cases, make the item rolled consistent with the area in which it is found, and detail it as desired.

1. Entry Hall. This is a 5′ × 20′ area with light curtains dividing the north and south 5′ to create cloak rooms. There are always several coats, cloaks, and hats in these areas; any treasure found here is minor (a few coins at best). One curio can be found here in a cloak pocket. The area is illuminated by two lamps set on the east wall to either side of the opening which leads into area 2. Stairs going up can be seen through the opening to the east. The floor in this entry hall is constructed in such a way that any weight placed upon the boards produces squeaks, causing attempts to *move silently* to function at −20%. Any noise from this area alerts the occupants of areas 3 and 4. A *detect traps* roll will locate this "trap." See area 8 if a PC causes a "squeak."

2. Vestibule. This small hallway opens north to area 4, south to area 3, and onto a flight of stairs up to area 8. These stairs have been constructed to squeak when weight is placed upon them (like the entry hall, area 1), so that any attempt to *move silently* suffers a −15% penalty. See area 8 if the PCs climb the stairs at night.

A small table in the southeast corner of the vestibule holds a crystal ball (nonmagical) as a decoration, worth 400 gp. Above the table is a painting of Haster Brunt's deceased wife. On the north wall is a painting of Haster in his military armor, done some years ago. Either painting is worth 10-40 gp.

3. Sitting Room. This is a 20′-square chamber with two windows (south and west) and one door leading east to area 6. It is furnished with two couches and several chairs and tables. Three oil portraits (20-50 gp each) hang on the walls, and four curios are located throughout the room. There is a 35% chance that Brunt's personal servant, **Ygori** (AC 8; MV 12″; F3; hp 19; #AT 1; Dmg by weapon type; S 17, D 16, Ch 7; AL N; *dagger* +2), is here. Otherwise, he is found in room 9, his bedchamber. If Ygori is here, his first action is to alert the guards outside with a shout; then he attacks intruders. He carries 5 ep and 4 gp in a belt pouch. Ygori is incredibly loyal to Haster Brunt (he is an old military buddy whose life Haster saved), and cannot be bribed. He is very short and may, at a distance, appear to be a beardless dwarf.

4. Library. There is a window in the west wall and a single door on the east wall of this 20′ square chamber. The room contains high shelves holding

various tomes and parchments. The DM may fill these shelves with volumes which are applicable to his campaign, although the majority of the books should be of little use to the PCs. There are several chairs and one table located in the room, as well as five curios placed here and there.

In the northeast corner of the room stands a full suit of plate armor which has been enchanted by one of Brunt's magic-user friends to serve as a guardian for the library. With any sound from area 1 or with the entry of any person but Haster into the library, the **enchanted armor** (AC 3; MV 6"; HD 4; hp 25; #AT 1; Dmg 1-10 with its halberd; AL N) animates and begins to move into position to attack. Because of the armor's size and composition, the PCs (and any other nearby occupants) can hear it moving and will not be surprised. This armor can be dismissed by Brunt or by any other person by simply saying, "Go away, Harold," in which case the armor returns to its corner. The armor has no mind of its own, and so is immune to all spells involving mind-control or mental influences. If the armor moves at any time, see area 8.

5 and 5A. Hallway and Bathroom. Each of these areas is 10′ square. They are simply what they appear to be. Two pastoral paintings adorn the hallway walls (10-40 gp each) as well as a mounted curio. The bathroom has a bowl-and-table sink, a large wooden tub with a bucket beside it, and an innovative flush toilet. A mirror and two mounted curios hang on the wall by the sink.

6. Dining Room. This is a 20′ × 30′ room with two doors (west and north) and three windows (two south and one east). The chamber serves as Brunt's personal dining room as well as a small banquet room for important visitors. Therefore, there are two full sets of china, crystal, and silverware here. One set is for everyday use and worth 325 gp total; the other set is much more ornate and therefore more valuable (worth 1,450 gp). A huge chandelier hangs above a large oak table which can comfortably seat 10 people. The china, glassware, and utensils are kept in a large cabinet on the north wall. Either set of dinnerware has a total encumbrance value of about 1,000 gp (spread over five boxes, at 200 gp per box) and is extremely fragile. The chandelier, which is made of glass, is too heavy and cumbersome to transport in any manner save by wagon and draft horses.

The door to the west leads to area 3, and the door on the north leads into area 7. There is a 20% chance to find a **servant** (AC 10; MV 12"; zero-level human; hp 4; #AT nil; AL N) in this chamber during the day (5% at night). If he gets the opportunity, the servant flees to warn the guards in the courtyard (who in turn alert the city watch and city guard).

The dining table is in the center of the room. Three curios sit upon it when it is not in use for dining. Four paintings of Haster's ancestors hang on the walls (value 20-50 gp each).

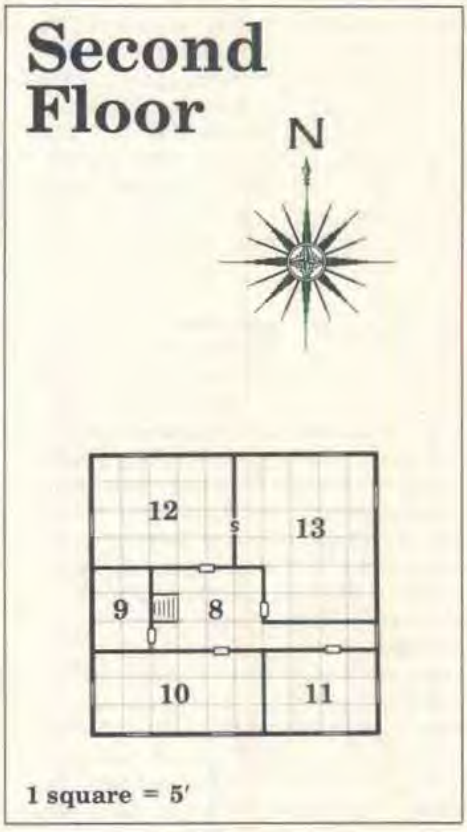
7. Kitchen. The kitchen is 30′ × 20′, with entries from areas 5 and 6. A concealed door, behind a mobile cabinet on the east wall, leads out into the courtyard. The chimney, oven, and fireplace are built against the north wall of the chamber. The usual kinds of cooking utensils and implements found in kitchens are neatly stored about the room. Four curios are present here.

A door in the west wall leads to a 10′ square pantry (**7A**) which is filled with various foodstuffs and wines. The DM may place specific foods and wines here as he desires, but at least some of the provender should be exotic and expensive. Use the Food & Drink table on p. 219 of the *DMG* for randomly examined containers or items found here. Three curios are present in the pantry.

During the day a cook, 1-3 servants, and 1-3 guards are present. At night, there is only a 15% chance of the cook, a servant, or a guard being here. The cook and servants have the same statistics as those of the servant in area 6. Anyone in the kitchen after midnight is either cleaning up or getting a snack. Haster Brunt has a 5% chance of being here at night, pouring himself a drink.

Second Floor

8. Upstairs Hall. This hallway leads to all the rooms on the second floor. There are five doors leading to the five separate chambers. At any time after dark, there is an 80% chance that a special guardian is present in the hallway, taking it easy for the night: **Petey,** Brunt's favorite guard dog (AC 6; MV 12"; HD 2+2; hp 18; #AT 1; Dmg 2-8;



AL N). He has a 95% chance of being alerted to any unusual noises downstairs or on the stairwell during the evening, but he has been trained not to attack until all intruders have reached the top of the stairs. Like the courtyard dogs, Petey wears a spiked collar and leather armor. Petey, who is much like a Great Dane, will be in room 13 if he is not in the hall. Because he is a solid black in color, Petey looks remarkably like a hell hound in dim light.

Any noise in this area alerts the occupants of the other rooms 30% of the time. They arrive to investigate or alert the guards in the courtyard. Brunt, if awakened in his bedroom (room 13), makes sure that his door is locked, then screams for help from his window.

Five paintings of Haster Brunt's ancestors (10-40 gp each), three mounted curios, and three small corner tables in the northeast, northwest, and southeast corners of the hall (each table with three curios) are present. The hall and all other rooms on this level are carpeted (+10% to *move silently* attempts).

9. Ygori's Chamber. This 10′ × 15′ room is furnished in spartan simplicity compared to the rest of the house. It

contains a bed, a small table, and two chairs. A small chest under the bed is locked and trapped with a poison needle (save vs. poison at +2 or be paralyzed for 10-60 rounds). Inside the chest are 45 pp, 61 gp, and five curios of a personal nature. There is a 65% chance that Brunt's manservant, Ygori, is in this room at night (see room 3 for his statistics).

10. Servants' Quarters. This 15′ × 30′ chamber has two windows on the south and a single window on the west. Six servants live in this sparsely furnished chamber which contains six cots with straw mattresses, one large table, six wooden chairs, and six small chests (one at the foot of each cot). The chests contain all the servants' worldly possessions (which is to say, not much): extra woolen clothing, 1-20 coins (copper, silver and electrum), etc. One minor curio per servant is also present.

Any servant in this chamber (1-6 present at any time, the rest being elsewhere in the house or off-duty in town) has the same statistics as listed in room 6. Their response to any intrusion is fear and timidity. If given the opportunity, they flee and alert the guards in the courtyard. If taken prisoner by the PCs, they are of no use in telling where the garter can be found, though there is a 15% chance for any of them to have knowledge of the wall safe in Brunt's chamber. If threatened, they break down into hysterics if they fail a saving throw vs. paralyzation. All are lower-class residents of Ansbach who are trying to improve their stations in life.

It might be possible for the PCs to capture one of these servants outside the house complex and gain entrance through him. Each DM should decide if this is possible or desirable and then create the appropriate encounter.

11. Guest Room. This is a 15′ × 20′ chamber with a single entry from area 8 and windows on the south and east). It contains a bed, a wardrobe, a desk, a table, and two chairs. The walls are hung with some of the less expensive pieces of Brunt's art collection (five paintings worth 10-40 gp each). The room is unoccupied in the evenings.

12. Haster Brunt's Private Study. This room is 20′ × 25′, with windows on the north and west and a secret door in the east wall, leading to room 13. The door from area 8 is locked (−10% to pick) and trapped with four darts set to fire into the back of the PC in the hall closest to the door when the trap is activated; the darts are fired from the ceiling, coming down at an angle. These darts cause 1-4 hp damage each, and each has the same chance to hit a door-opening PC in the back as a 2nd-level fighter (note that dexterity and shield bonuses are of no help here). None of the servants will open this door, as they all know of the trap. However, they also know that the trap can be deactivated (as can the one on the door to room 13) by pressing a button under the carpet, in the northeastern corner of the room under the hall table. Unknown to all servants, the trap has already been deactivated by Brunt (to prevent accidents), and won't be activated unless he leaves the house.

The study contains a large desk, several cushions, three lamps, six pieces of artwork, two small tables, and a coat rack. Papers and writing implements lie on the desk. The papers are of no interest, but the writing kit is worth 150 gp. Three of the desk's five drawers are not locked and contain extra paper, scroll cases, and other writing supplies. The other two drawers are locked (−10% to pick) and trapped with poison needles (save vs. poison or sleep for 2-5 turns). Twelve curios are present in the room. Each artwork piece is worth 20-120 gp.

In the first drawer opened, the PCs find Brunt's legal documents: his will, property papers, two sets of account books, and IOUs from various people within the city (including Olcry Munchen and Wolgar Kin). The second drawer contains three scrolls: *protection from edged weapons, protection from poison,* and a *cursed* scroll which causes all paper within 10′ to *disintegrate* (magical parchments receive a saving throw vs. disintegration at +4 to avoid destruction).

There is a 15% chance that Haster Brunt is present in this room during the night, working on government paperwork.

13. Brunt's Bedroom. The door into this chamber is locked (−15% to pick) and trapped with darts similar to those used on the door into room 12. There are windows on the north and east, and a secret door on the west leading into room 12. The button in the hall (mentioned in room 12's description) also deactivates the darts aimed at this room's door. As noted before, this trap is deactivated unless Haster Brunt is not at home.

This room is elegantly furnished with the best and most expensive pieces of Brunt's artwork and furniture: a large bed, ornate tables, comfortable chairs, a nightstand, two lamps, and a roomy wardrobe. Twenty curios are present throughout the room.

There are two paintings (1,000 gp each) on each wall; behind one of them (DM's choice) is a wall safe which can be discovered only if a character actively searches behind the pictures. The safe is locked (−20% to open) and is trapped with a sleeping gas which spews into the room for a radius of 15′. The PC closest to the gas suffers a −1 to his saving throw vs. poison, but others within the area of effect are allowed regular rolls. Failure to save causes sleep for 3-12 turns and a reduction of all hit points by half for 4-16 turns afterwards.

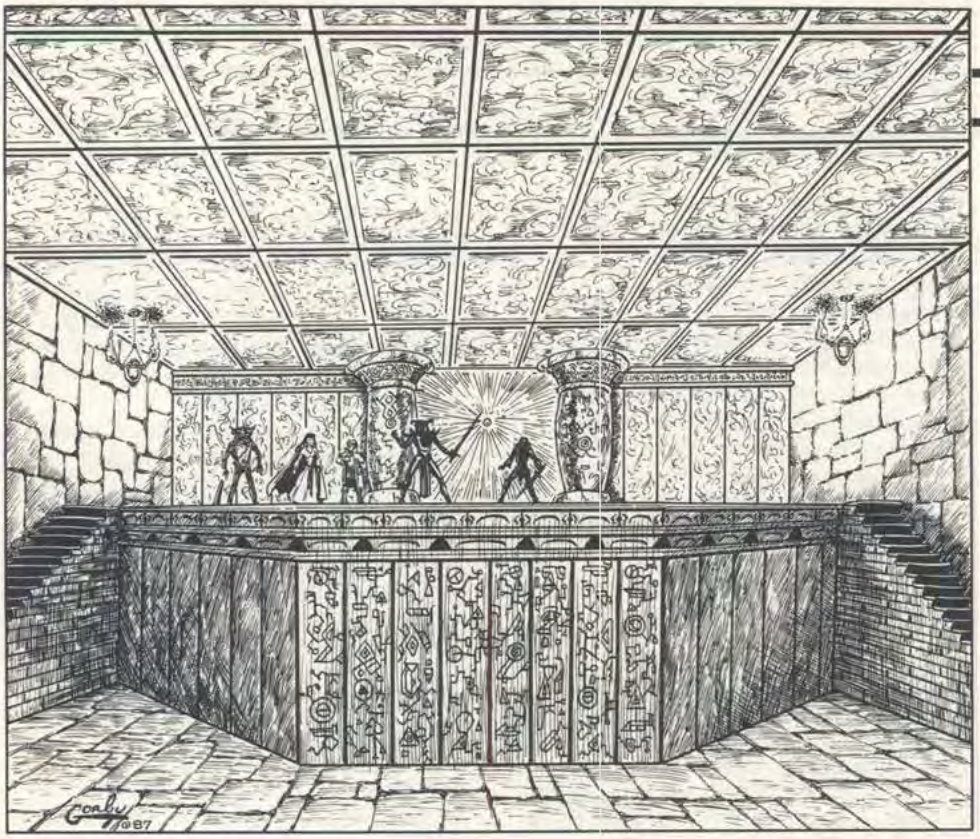
Inside the safe are a pouch with 10 gems (each worth 100 gp) and four pieces of jewelry (worth 2,500 gp, 1,900 gp, 1,000 gp, and 750 gp). There is no sign of the jewelled garter that is the object of the quest.

The four-poster bed is hung with side drapes and covered by a canopy so that PCs cannot immediately see within. At night, there is a 75% chance that Brunt is sound asleep in the bed. If he is not here, he has a 5% chance of being in the kitchen (room 7), a 15% chance of being in room 12, and a 5% chance of not even being home.

Haster Brunt keeps a *dagger +2* under his pillow, and he will not hesitate to use it on any lone intruder. He is not, however, willing to risk his life for material goods, and if obviously at a disadvantage he cooperates with the thieves in locating the safe and emptying its contents. He will not willingly hand over the garter and will disavow any knowledge of such an item, suggesting that the PCs have been duped by some person who is envious of his position. If the PCs choose to listen to Haster Brunt, he may attempt to make a *suggestion* to them ("Let's go meet my guards.").

Haster Brunt's spell books are hidden in a false panel on the underside of his bed. In addition to the spells he has memorized, he knows *read magic, write,* and 2-5 random spells of levels 1-3, all

(continued on page 34)



IN DEFENSE OF THE LAW

BY CARL SARGENT

A question of morality versus ethics — made lethal.

Artwork by C. Bradford Gorby
Cartography by Diesel

Carl Sargent was born in Carleon, the Roman capital of South Wales which may have been the real Camelot. He has a Ph.D. in psychology from Cambridge University and writes gaming articles for DRAGON® Magazine *and* White Dwarf, *and publicity releases for TSR, UK. This is his first appearance in* DUNGEON™ Adventures.

In Defense of the Law is an AD&D® game adventure for 6-8 characters of levels 7-10 who *must* be of nonchaotic alignments. A balanced party including two clerics (or a cleric and a druid), with a total of 55-60 experience levels and moderate magical-item possession, is suggested.

In this adventure, the PCs must combat a group of allied chaotic-evil creatures who seek (with demonic assistance) to destroy an artifact of Law. It is therefore obvious that lawfully aligned PCs will be strongly preferred by those responsible for requesting their help (see "Adventure Background"), but neutral PCs might also be approached and be willing to adventure, for the artifact maintains a law/chaos balance and has a strong affinity with natural forces (thus, a druid might be eager to combat the chaotics). While the PCs' enemies are chaotic-*evil,* it is important to remember that this is fundamentally a law-versus-chaos conflict.

There is, however, one complication. A party of predominantly lawful-evil and lawful-neutral NPCs is also seeking to combat the chaotic forces; thus, there may be a triangular conflict. If the PC party is predominantly of lawful-good and lawful-neutral alignments, the DM and the players should gain maximum enjoyment from the complexities of adventuring and role-playing which may arise.

The DM should have access to a copy of *Unearthed Arcana,* as several of the chaotic clerics have spells described in that book. Other spells can be substituted at the DM's discretion. Also, several of the wandering monsters are described in the FIEND FOLIO® Tome but can be switched with equivalent monsters from other books.

Adventure Background

Read or paraphrase the following to the players:

You are only passing through the coastal town of Ranaan, seeking adventure in more exciting places — or so you think. A young man approaches you in the tavern where you have taken rooms and politely asks if the mayor might have a word with you. It would certainly be churlish to refuse.

Maralan, the mayor, is seated with you in a back room of the inn within minutes. His expression is grave, his manner somber as he explains the town's predicament:

For many years, Ranaan was affected by severe weather conditions — late spring frosts, storms, even flooding — which made life very difficult for its people. By magical scrying, it was discovered that a chaotic-evil magician had enchanted two great, subterranean banes to distort the forces of nature in the area. (No statistics are given — or possible — for these banes as they are primeval essences with no intelligence or form of their own.) The townspeople suffered in silence until, 20 years ago, mutated animals and deformed monsters were seen in the northern foothills. That was the last straw, and help was sought.

Lord Paladin Justinian and a group of lawful-good adventurers entered the catacombs wherein the magician dwelt and slew him, and they placed there an artifact, the *Orb of Law*, which countered and neutralized the effects of the chaotic banes. Nature returned to its normal pattern, and the people of Ranaan could once again farm, fish, and carry on their normal business.

But now there is fear in the town once again. Varek the Mage discovered that a group of chaotic creatures had entered the catacombs bent on destroying the *Orb* and making chaos supreme once more. Varek spoke of chaotic-evil clerics and the involvement of a powerful demon. He warned that, at the new moon, the *Orb* would be destroyed unless help could be found. The very next day, he was assassinated by an unknown person who escaped capture.

It is now only five days until the new moon, and Mayor Maralan is desperate. Messengers sent out to recruit assistance have not returned, and matters seem hopeless. Maralan has a map which pinpoints the entrance to the catacombs, and he is prepared to give all the magical aid the town has (not much, but this illustrates his desperation) to a party of adventurers who will swear to do all in their power to overcome the chaotic forces and protect the town. He also promises as reward a gem-encrusted mace which is the mayor's traditional symbol of authority, and the town council has agreed to this (the value of the mace is 7,000 gp). Will you take on the adventure?

For the Dungeon Master

Maralan, a 3rd-level cleric of lawful-good alignment, is mayor of Ranaan (AC 10; MV 12"; C3; hp 9; #AT 1; Dmg by weapon type (mace); S 10, I 12, W 13, D 12, C 11, Ch 16; AL LG; spells: *light, detect evil, sanctuary, know alignment*). He casts his *know alignment* spell from the adjoining room before requesting the PCs' aid. Maralan wishes to be certain that there are *no* chaotic or evil PCs in the group before requesting their help. Even chaotic-good characters are not acceptable.

The magical items he donates are three potions of *healing*, two of *extra-healing*, and a scroll of three clerical spells (at 9th level of magic use): *cure light wounds, cure serious wounds*, and *dispel magic*. These are given when the PCs promise to do all they can to overcome the chaotic forces. The mace will be given over when they return.

If inquiries are made about the mage Varek, the adventurers can learn that his possessions were stolen by his assassin. He has been buried close by the rectory where Maralan lives. If the PCs *carefully* ask permission to "dig up" the mage, and if the PCs are able to use *speak with dead* or a similar spell, they can question Varek and learn that chaotic-evil clerics revering Siinkinara (the regional goddess of bloodlust, marauding beasts, and mayhem) have occupied the catacombs. These clerics are accompanied by chaotic-evil undead and humanoids, and they also keep wild animals. A powerful demon will be summoned at the new moon to destroy the *Orb of Law*. Varek does not specify his sources of information but is adamant on these points. If the PCs somehow have the resources to bring the mage back to life, the mage will be exhausted and require weeks of rest before he can even speak (he has also been poisoned, so the toxin will have to be dealt with as well). The DM may create his statistics, making Varek an aged, lawful-good, 16th-level magic-user with very few hit points.

Maralan can give the PCs the map of Ranaan and environs showing the location of the entrance to the catacombs. He arranges for normal supplies (food, packs, oil, ropes, and nonmagical weapons such as arrows, bolts, daggers, etc.) to be provided at no charge.

The nature, disposition, and strategies of the chaotic forces in the dungeon are described for each level. The chaotic-evil clerics are far from stupid, but their organization is not all it might be (reflecting their chaotic nature), and they are beset by internal rivalries. However, the highest-level cleric among them is a formidable opponent: a 10th-level cleric vampire. A group of drow has also learned about the activities of the clerics, and a representative of the dark elves is present as the drow are naturally interested in liberating the chaotic banes to evil effect.

The clerics are served by a rabble of chaotic-evil humanoids and undead who perform guard duties and menial tasks. And, as marauding beasts are revered by Siinkinara's clerics, a number of wild animals of rather savage disposition are also to be found in the dungeon. While there is some strength in the structure of the chaotic forces, these forces are rendered less formidable in some cases by virtue of poor organization, low intelligence, factional disputes, or petty jealousies and hatreds. Descriptions of monsters and their strategies reflect these factors, and you should keep them in mind in confrontations with the PCs.

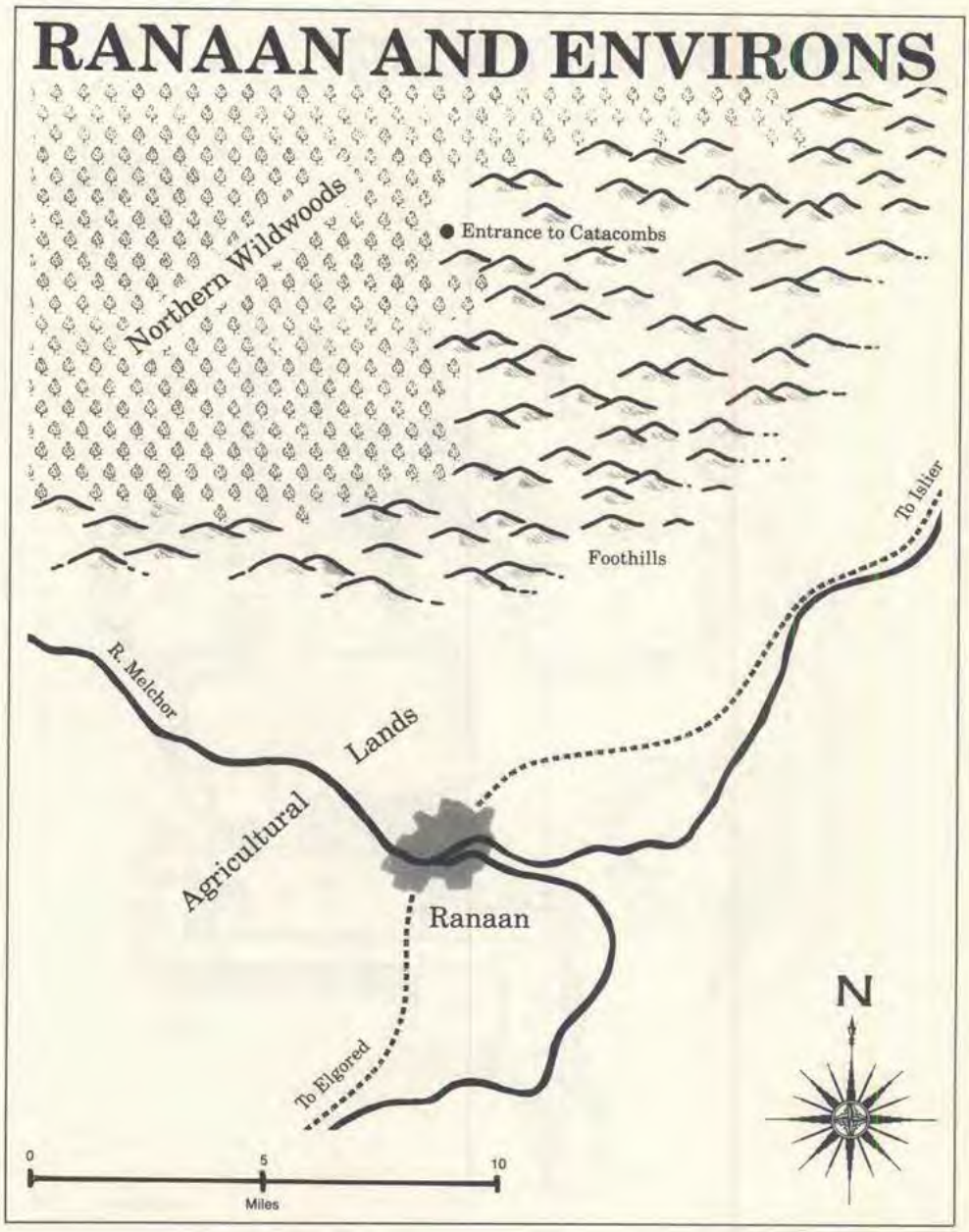
The distance from Ranaan to the catacombs is about 13 miles as the crow flies. The land has low, rolling hills covered by light woodlands after the first four miles of fields. Use the *DMG* travel-time tables on page 58. Wandering monster checks should be dispensed with so that the PCs reach the catacombs unharmed, but if an encounter (beyond the first four miles) is desired, the Catacombs Random Encounters Table may be used in reduced scale. Roll 1d6 and translate 1 = 1, 2 = 5, 3 = 9, 4 = 16, 5 = 17, and 6 = 18 to select a monster from the 20 listed in the table.

Within the catacombs themselves, a

wandering monster check should be made every game hour (six turns) with a 10% chance of an encounter taking place. If an encounter is indicated, roll 1d6 to determine which turn during the hour the encounter takes place, and consult the Catacombs Random Encounters Table. These monsters may be found roaming the corridors, as either wanderers from outside, "pets" of the inhabitants, hired guards, or as sudden underground encounters (umber hulks can tunnel through earth and break into the catacombs, for example). Be careful with such encounters, however; if a random roll indicates a tricky encounter for a beleaguered party, you may decide that it should not take place.

The catacombs have been developed by human construction work and magic, accounting for the regularity of chambers and corridors. Ceiling height varies between 12′ and 16′; important exceptions are noted. Chambers are lit with oil-burning lamps, corridors with bracketed wall torches unless otherwise stated. Metal armor clanking down stone stairs and corridors (unless some precaution such as magical *silence* is used) creates a lot of noise and alerts guards (+3 on surprise rolls).

Note that some NPCs can move around, reorganize forces, and so forth. Likewise, the final combat is tough, as the NPCs are smart and powerful (many with permanent magical items commensurate with their experience levels). If you feel that possession of these items by your PCs would unbalance your campaign, you may wish to devise a cover story to claw some of them back (e.g., many have been stolen and must be returned), but experience points for these items should be awarded if they are used and kept.



The Lawful NPC Opponents

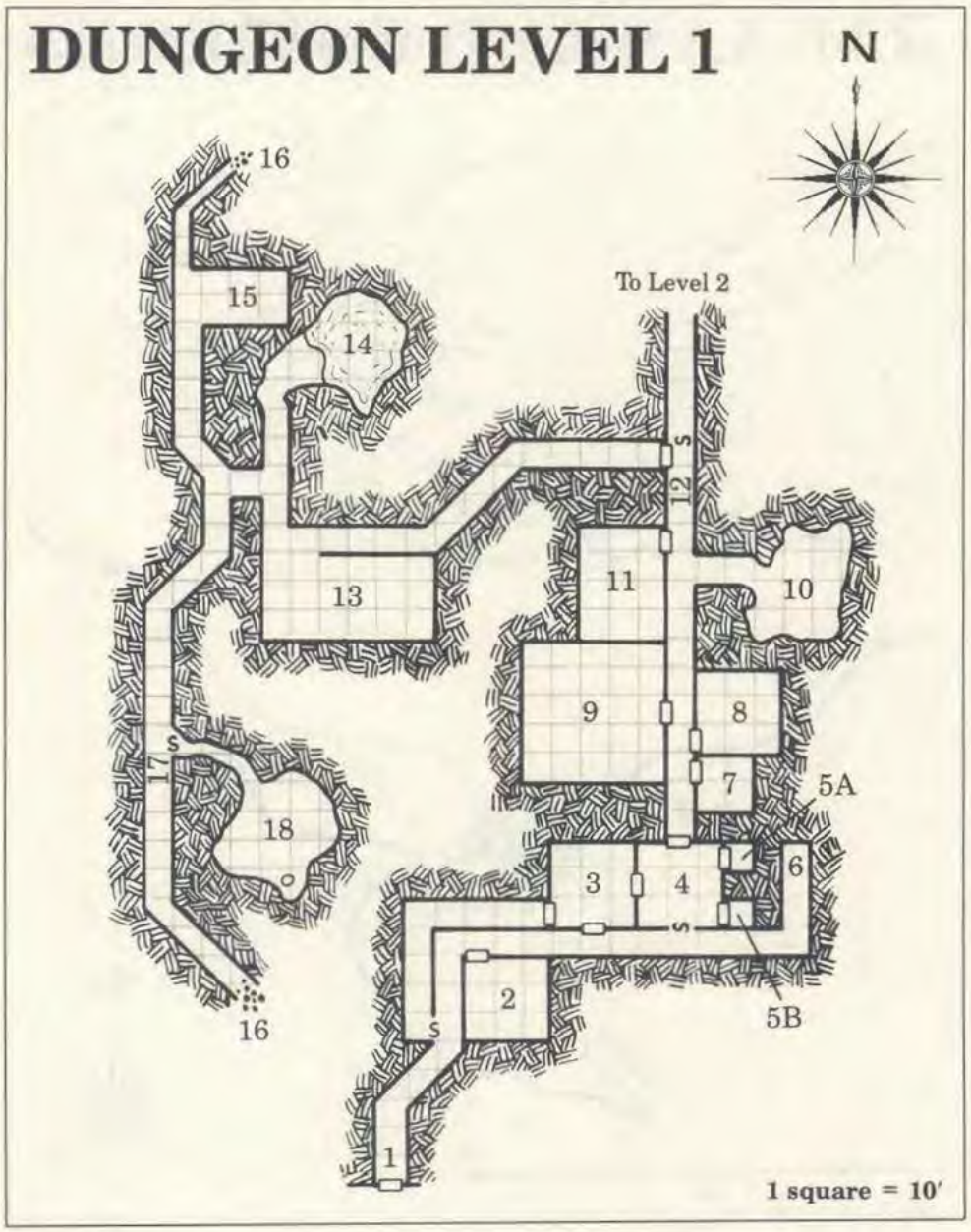
This group of adventurers will be encountered by PCs on the second dungeon level. Statistics are given in full for the six NPCs, but details of normal, nonmagical equipment is not tabulated (you may assume the normal range of such possessions or outfit them as you like).

These NPCs are vital to this adventure. They can be used to help, hinder, delay, or combat the PCs. Their individual descriptions should help you plan their actions in specific circumstances.

What do the NPCs want? The lawfully aligned members of this party (three LE, two LN) wish to combat the chaotics just as the PCs do. However, the lawful-evil characters (particularly the cleric) will also want to do away with the PCs, given the chance. Consider carefully if and when they attack and what risks different individuals within this group are prepared to take, as per the individual NPC descriptions elsewhere in this adventure.

Why are the NPCs here? They were traveling in the locale when their thief, while on a scouting mission, chanced upon one of Maralan's messengers. She surprised him and stabbed him in the back, but the other NPCs caught up with her before she could check all the messenger's possessions. Thus, Maralan's plea for help fell into the NPCs' hands. This note informed them of the activities in the catacombs, generating a desire among the lawful NPCs to combat the chaotic clerics.

Making their way to Ranaan to find more information (notably, how to locate the catacombs), they were attacked by a small group of ogres and made short work of them. The cleric Suzerean cast



a *detect magic* spell at the ogres' possessions, since these included some items clearly taken from deceased adventurers. By chance, she detected a magically camouflaged portal in a nearby hillside.

The portal led to a passage which, in turn, led down to the second level of the dungeon. The NPCs did not know that this was an entrance to the catacombs they were seeking, but it seemed distinctly possible, and they decided to investigate.

The NPCs have just entered the dungeon when they encounter the PCs. They have killed one set of guards, and the unholy symbol worn by the junior cleric they have slain has warned them that they have overcome a chaotic-evil cleric.

What do the NPCs know? Only what they learned in the note — that a group of chaotic clerics are active in catacombs of unspecified location near Ranaan, and that an artifact of Law is threatened (no details on how it is threatened are given). They decided to burn the note after reading its contents, since if they entered Ranaan and produced it they would have to explain what happened to the messenger. They will, if appropriate, tell the PCs that they met one of Maralan's messengers and have responded to his plea for help. They state that they did not know the location of the catacombs and are truthful about their stroke of luck in getting into the dungeon.

Role-playing the NPCs. The leader of the party, the lawful-evil cleric Kandriasin, is both strongly lawful and intensely evil. He certainly wants to do away with good-aligned PCs if at all possible and attempts to do this unless the odds are badly stacked against him. Some of the other NPCs are likely to ally themselves firmly with him (see individual descriptions). He may also wish to destroy or subjugate lawful-neutral characters.

There are two lawful-neutral characters in the NPC party. The cleric Suzerean, in particular, is here only to overcome the chaotics. She does whatever seems necessary to maximize her chances of doing this. She will ally with Kandriasin if the PCs are incompetent, weak, or careless. However, if the PC party is clearly stronger than the NPC party, and if the PCs have fought wisely and shown good tactical sense, Suzerean responds well to them and joins them if the PCs state that they cannot accept the presence of the evil NPCs.

Dungedan Stoneheart, the dwarven NPC, is too dumb for such an approach, but if a trace of anything less than fair treatment and honesty from his fellow NPCs can be demonstrated, he will join the PCs in allying against the evil NPCs and may demand that the PCs join him in fighting his former group. It is even possible that the magic-user and thief in the NPC party might join the PCs against the other evil NPCs, but neither is trustworthy.

These NPCs should be played carefully, taking into account both the overall state of play and their individual characteristics. For example, Kandriasin is intelligent and charismatic. He won't make unnecessarily hostile remarks to PCs. He tries to persuade his associates to take on the PCs at the best possible time, and he plots quietly and secretly, in whispers and out of earshot. You should foster suspicion and paranoia on the part of the PCs about him, but nothing too overt.

If the demon Ki-Baaz is present during the final combat, the PCs may need the assistance of Suzerean the cleric. Persuasiveness and good role-playing by

the players will certainly affect later combat strength.

Armor-class note: In the statistics provided for some of the NPCs encountered in this adventure, two armor-class figures are given separated by a slash. The first figure is the being's armor class from the front, counting all magical, shield, and dexterity bonuses. The second figure is the being's armor class from the rear, without shield or dexterity bonuses or certain magical ones (as would be encountered in surprise or rear-attack situations). Special bonuses for attacking these characters, such as from surprise attacks, attacks on prone characters, charge attacks, rear attacks by thieves, etc., must be added on.

Dungeon Level One

1. Entrance Passage. This tunnel, cut into the hillside (though somewhat overgrown and crudely camouflaged) can be readily found. A ranger or other PC with tracking skills may observe the footprints of several large humanoids and two humans near the entrance. The passage slopes down at a 30° angle for the first 80′ and is very dark once past the area where sunlight can penetrate. The main east-west passage (connecting areas 2, 3, 4, and 6) is dimly lit.

2. Ogre Guards. The door to this chamber is always open. One of the guards is asleep at any given time but may be roused in one round; he is ready to fight one round later. The chamber contains only poor-quality bedding, a crude table and chairs, pewter tankards, copper eating utensils, and the like.

Ogres (4): AC 5; MV 9″; HD 4+1; hp 26, 23, 20, 14; #AT 1; Dmg by weapon type (two-handed swords) +2; AL CE.

3. Ghouls. This chamber contains only bones, shards and fragments of pottery, rotting cloth and wood, and the undead guards that have been trained not to attack the ogres (but will attack intruders when alerted by any sound in the corridor). If alerted, one of the ghouls flees to tell the clerics in area 4, and the rest move to attack. They have been trained to divide their forces, half of them attacking the rear of an invading party via the west door, corridor, and secret door.

Ghouls (8): AC 6; MV 9″; HD 2; hp 14 (×4), 12 (×4); #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD immune to *sleep* and *charm*; AL CE.

4. Junior Clerics. This living chamber is furnished with plain tables, chairs, a bearskin rug (value 180 gp), a wall mirror, silvered pewter eating and drinking utensils (value 30 gp), and shelving holding minor bric-a-brac (pottery jugs, pipes, etc.) of trivial value. Several evil clerics reside here.

Shuvaka, human female: AC −1/4; MV 9″; C3; hp 17; #AT 1; Dmg by weapon type; S 15, I 13, W 16, D 18, C 10, Ch 14; AL CE; banded mail, shield, footman's mace; spells: *command, cure light wounds, darkness, sanctuary, aid, augury, hold person.* She wears silver earrings (value 40 gp) and has a belt pouch with five tigereye gems (value 10 gp each) and a small silver key (this opens the coffer in area 5).

Marras, human male: AC 1/4; MV 9″; C3; hp 16; #AT 1; Dmg by weapon type; S 17, I 9, W 12, D 15, C 16, Ch 9; AL CE; banded mail, *shield +1,* footman's mace; spells: *darkness* (×2), *silence 15′ radius;* 5% chance of spell failure.

When alerted, Shuvaka casts her *sanctuary* and *aid* spells upon herself, and the pair come out to support the ogres and ghouls. But, if the PCs are obviously powerful (e.g., the clerics see a magic-user PC firing off four or more *magic missiles* at once), the chaotic clerics retreat and alert Magath (area 8) and Rhadesse (area 11).

5. Bedchambers. The private rooms of Shuvaka (5A) and Marras (5B) are humbly decorated (pallet beds, poor-quality wall hangings, minor icons, a small collection of bestiaries of trivial value, cotton robes, etc.). Underneath Shuvaka's bed is a small coffer, locked but untrapped (Shuvaka carries the key), containing two gold bracelets (values 125 gp, 75 gp) and 12 pp.

6. Falling Slab Trap. This north-south corridor is unlit. A door is cunningly painted on an unstable standing rock slab that fills the corridor from side to side. The slab stands 10′ out from the dead-end wall. Any attempt to open the fake door causes the slab to fall and crush all those within 10′ in front (3-18 hp damage; saving throw vs. wands negates damage only if the PC was at least 5′ from the slab when it began to fall). Past intruders have been chased into this cul-de-sac, which appears to be an escape route north, only to be crushed by the slab. Any character taking damage from the falling slab is pinned beneath it for 5-8 rounds unless other PCs help to free him. One helper reduces the escape time to two rounds; two or more helpers can extricate a trapped PC in one round. Anyone with the means to detect normal traps or unsafe stonework has a chance to find this trap.

7. Storage Chamber. This unlit chamber contains extensive wall shelving filled with 86 flasks of oil, 12 lamps, sixteen 10′ poles, fourteen each 50′ and 20′ ropes, and many tins and sacks of tacks, iron spikes, etc.

8. Magath's Chamber. This well-appointed room contains a good bearskin rug (value 240 gp), a solid-topped writing table by the north wall (with inks, quills, paper, and a crystal paperweight; total value 140 gp), comfortable chairs, silver cutlery and plates (value 80 gp), two silvered goblets (value 60 gp each), a crystal decanter of average quality wine (value 200 gp), and a bed with a silk coverlet (worth 180 gp) beside which stands a table holding a silvered mirror and an ivory comb set (value 100 gp).

Magath, human male: AC 1/4; MV 9″; C5; hp 32; #AT 2; Dmg by weapon type; S 14, I 13, W 17, D 16, C 17, Ch 8; AL CE; banded mail, shield, *hammer +1;* spells: *command, darkness* (×2), *detect magic, sanctuary, aid, hold person* (×2), *know alignment, silence 15′ radius, bestow curse, cause blindness.* He possesses potions of *extra-healing* and *fire resistance,* and wears a zircon and silver ring (value 125 gp), a gold bracelet (value 70 gp), a silver brooch set with a moonstone (value 100 gp), and a small silver dagger with a lapis lazuli in the hilt that he uses as a letter opener (value 90 gp).

If Magath is attacked without warning, he fights as best he can. If given warning of the intruders, he joins Rhadesse (area 11; see strategy notes for that location).

9. Chapel. This room is dominated by a statue of Siinkinara in werewolf form, which stands behind an altar that is 10′ away from the west wall. The altar bears silver-threaded black cotton cloths (value 50 gp), two bronze candlesticks (value 4 sp each), gray tallow candles,

and the tails of wild animals. Cotton wall hangings show scenes of wild creatures attacking and devouring men and elves. The chapel is always occupied by three huge **worgs** (AC 6; MV 18"; HD 4+4; hp 32, 30, 27; #AT 1; Dmg 2-8; AL NE), creatures revered by Siinkinara's clerics, that attack any intruders with great ferocity. They sit quietly unless disturbed, awaiting their next meal.

10. Ghast Chamber. In this irregularly shaped and undecorated chamber, four **ghasts** (AC 4; MV 15"; HD 4; hp 23, 20 (×2), 13; #AT 3; Dmg 1-4/1-4/1-8; SA paralyzation, stench; SD immune to *sleep* and *charm* spells; AL CE) are engaged in excavation work, using picks, along the north wall. Rhadesse (room 11) got a positive reading here with a *detect good* spell and wishes to locate and destroy the anathema. If the PCs are able to penetrate 6′ of solid rock in the correct location (the middle of the north wall), they find an old tomb in which lies an ancient skeleton in corroded chain mail bearing a *mace +1*. The mace, if used by a character of good alignment, is a +3 magical weapon against all evil-aligned beings.

11. Rhadesse's Chamber. This room is decorated both lavishly and religiously. Rhadesse is fanatical and is also the senior cleric on this level. Above the tables, chairs, wolf-skin rugs (two, each 120 gp value), and pallet bed are many animal heads mounted on wooden wall plaques, all posed in attitudes of ferocity. There is a small wall alcove with a secret door in the western wall, 2′ × 3′ in size and 7′ above the floor, about 4′ from the south wall. The secret door is covered with a bear skin (value 200 gp) pinned to the wall. The door is also trapped with a *glyph of warding* which inflicts 14 hp cold damage (save vs. spells for half damage) and paralyzes as a *hold person* spell for 11 rounds unless a successful save vs. spells is made. The alcove contains a small, locked wooden coffer (Rhadesse has the key) containing pouches with 65 pp, 320 gp, 120 ep, and 14 gems (value 10 gp each).

Rhadesse, human female: AC 1/3; MV 6"; C7; hp 44; #AT 1; Dmg by weapon type; S 12, I 12, W 17, D 16, C 16, Ch 14; AL CE; plate mail, footman's flail; spells: *command, curse, darkness, detect good, detect magic, aid, detect charm, hold person, silence 15′ radius, wyvern watch, animate dead, dispel magic, meld into stone, obscure tongues.* She has a potion of *healing* and a scroll of two spells (at 9th level of magic use): *bestow curse* and *cure serious wounds.* Rhadesse wears silk robes with ermine trim (value 200 gp) over her armor, a silver neckchain with a wolf's-head amulet (value 100 gp), and a belt pouch with 45 gp and a small silver key (which opens the coffer in the secret alcove).

If the alarm is raised, Rhadesse and Magath (if alive) command the ghasts from area 10 to enter the north-south corridor and attack intruders heading north from area 4. The clerics liberate the worgs from area 9 after the ghasts have gone to attack the PCs (so that the animals are not affected by the stench of the ghasts) and stand, with the worgs before them, just south of the corridor leading to area 10, preparing their defensive spells. The chaotic clerics attack with offensive spells and use the wolves as cover. However, despite Rhadesse's training of the wolves, these animals are so ferocious that they are 50% likely to break ranks and attack a likely PC target.

If the ghasts are overcome, the worgs attack at once down the corridor. The clerics will not surrender, but if Rhadesse is in serious trouble she tries to retreat into area 10 and use her *meld into stone* spell (if she can do this without suffering an attack in the back from a melee opponent), hoping that the PCs will head west (through the *glyph*-covered door at area 12). She can then escape north via the secret door and alert the guards on level two.

Rhadesse will not immediately send a messenger to the lower level, because she hates the commander of level two and hopes to overcome any intruders with her own forces. She wants to claim the credit from Siobhana, her commander on level three, for herself. Her zeal and evil convictions are so strong that she continues to believe she can triumph until her position is clearly quite hopeless. Her subordinates fight to the death, fearful of Rhadesse's wrath if they do anything less.

12. Parting of the Ways. The door to the west is unusually stout (of thick wood, with heavy black iron hinges and fittings which may be seen to be slightly rusted if a very careful visual check is made) and is trapped with a *glyph of warding* that inflicts 14 hp electrical damage (save vs. spells for half damage) and paralysis for 11 rounds. Several sets of footprints aproach this door and return the way they came but do not enter the room. The tunnels beyond the door are unlit, as are the chambers in this area. Any remaining torches are broken and rotted in their wall brackets. The floors are dusty and strewn with small rocks at irregular intervals. It should be obvious that this part of the catacombs is not occupied by the chaotic clerics or their vassals, and it has not been explored or renovated by them.

There is a secret door in the north wall of the corridor at area 12. Behind this door, a staircase leads down to level two of the catacombs.

13. Margoyle Chamber. These two **margoyles** (AC 2; MV 6"/12"; HD 6; hp 24, 19; #AT 4; Dmg 1-6/1-6/2-8/2-8; SD camouflage, magical weapon to hit; AL CE) were originally attracted by a (now decayed) *sympathy* spell designed to attract beings of chaotic-evil alignment. They remain here, unable to escape past the *glyph* that was placed at area 12 to keep them out of the main living areas. Having triggered a *glyph* there once, they learned to avoid the door.

The margoyles live in a state of perpetual conflict with the meazels to the south. Being outnumbered by the latter, they have become very cunning in order to survive. Given their camouflage ability and cunning, they surprise five times in six unless the PCs have some advantage negating this. The margoyles fight fiercely, hoping to slay the PCs and escape east. This chamber is unremarkable, its only treasure a pile of coins (85 gp, 330 sp) hidden behind a rock in the southeast corner.

Having lived upon scraps tossed through the door at area 12 by the chaotic clerics, these monsters would relish a meal of adventurers, and attack without question or thought.

14. Pool Chamber. Stalactites drip water from the ceiling of this rock-strewn cavern. A hairline fault can be detected in the chamber ceiling during a careful check. The pool in the center of the cavern (maximum depth 9′ in center) contains 15 small, sightless, albino fish which are quite harmless. There is nothing of value here.

15. Skulk Chamber. This chamber contains the skeleton of a humanoid body, covered in rusted chain mail and

almost wholly rotted scraps of cloth, lying by the middle of the south wall. The body bears a gold bracelet (value 200 gp), a horseman's flail, a rusted shield, and a split and rotten leather pouch which has spilled coins over the floor (8 pp, 4 gp, 20 ep).

By the entrance lurk the two creatures who did in this foolish adventurer. They were once two elderly retainers of the magician who dwelt in these catacombs long ago. By virtue of their cowardly, embittered nature and residual magical effects, they have become **skulks** (AC 7; MV 12″; HD 2; hp 10, 7; #AT 1; Dmg by weapon type; SA +4 to hit from behind for triple damage; SD camouflage; AL CE).

The skulks will not attack a sizeable PC party but have a 50% chance to backstab a PC who is not wearing metallic armor if such a PC is at the rear of the group as the adventurers leave this area. They may try to set traps for fleeing or injured adventurers.

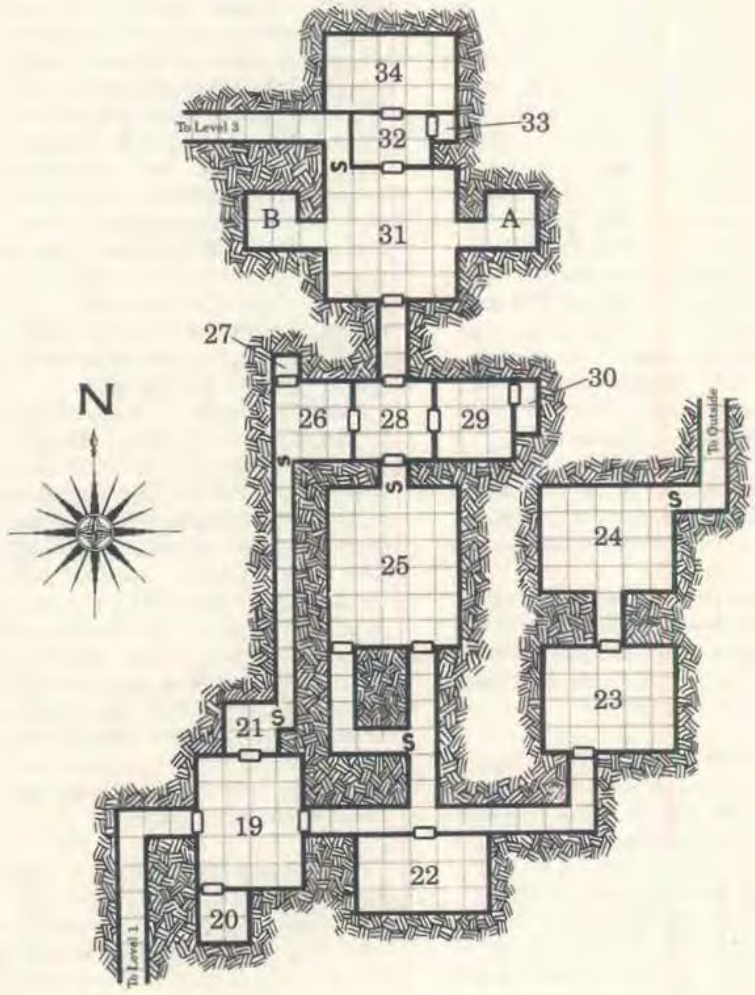
16. Rockfalls. At these points, rockfalls block the passages. These blockages are of varying thickness (5-30′ each), and it should be obvious that the method of ingress to the deeper levels of the catacombs is not to be found here.

17. Secret Door. This is only 4′ wide and 4½′ high. The corridor beyond is no higher.

18. Meazel Chamber. This chamber has a ceiling height of 9′. Stretched across the entrance is a trip wire which the two **meazels** (AC 8; MV 12″; HD 4; hp 17, 16; #AT 2; Dmg 1-4/1-4; SA strangulation; SD 4th-level thief abilities; AL CE) that lair here are well aware of. They leap over this trap if running in retreat. Since the trip wire is only 12″ off the ground, this leap is only 50% likely to be noticed by any pursuing PC. The occupants have sharp hearing, and if the PCs walk past the secret door the meazels are 75% likely to hear them and emerge. If the meazels gain surprise, they are equally likely to try to rob a PC using their thief talents or to attempt a strangulation attack.

One of the meazels has a silver ring (value 40 gp) and the other carries a pouch with seven gems (value 10 gp each) and a small peridot (value 200 gp). A small borehole near the south wall of this chamber is a 3′ diameter tunnel leading 8′ straight down to a crawlway, also of 3′ diameter, which descends at a 25° angle to the southwest. PCs would have to be very foolish to enter the hole; if they do so, they will meet almost certain death. At intervals, small chambers open out above the crawlway; a meazel resides in each, ready to strangle any inquisitive explorers. The crawlway eventually leads to a warren of meazel tunnels (not shown on map) inhabited by a total of 20 unusually social meazels. The DM may map out and populate this area as desired.

DUNGEON LEVEL 2



1 square = 10′

Dungeon Level Two

If Rhadesse escaped to level two and raised the alarm, she and the three junior clerics on this level (rooms 21, 26, and 29) organize their defenses in and around room 25, using the worgs there as physical protection while they deploy spells to their best advantage. Lifarian, the half-drow (area 26), seals off areas 26-30 with *wizard lock* spells. One of the bugbear guards in area 19 is instructed to get word to the junior clerics when the PCs attack this level. The junior clerics cast defensive spells and wait in ambush. If the PCs do not attack them

and the advantages of these spell protections might be lost (spell expiration with time), the junior clerics emerge, with the worgs, to attack. They do not inform Haranian, Siobhana's second-in-command (area 34), of the PCs' presence since they all hate and fear him.

If the PCs enter area 23, they encounter the NPC party that is also invading the catacombs. If not, the DM should arrange for the NPCs to meet the PCs after the PCs have met the junior clerics on this level but before they meet Haranian. If the PCs are in serious trouble in battle against the junior clerics (without having previously encountered the NPCs) the DM can, of course, send in the NPCs as a rescue party. Should this happen, the junior clerics focus their attacks on the NPC party so far as possible. However, if the PC party is greatly weakened, the NPCs may attack *them* after overcoming the chaotic forces, which may lead to an unfortunate demise for the PCs (see individual NPC descriptions for the NPCs' reactions).

The steps leading down to this level from level one descend 80′ over a 270′ distance and are unlit. Metal armor clanking down the stairs can alert the guards to the PCs' presence.

19. Humanoid Guards. This large chamber contains only crude furnishings, spare clubs and weapons, and the pallet beds of four **bugbears** (AC 5; MV 9″; HD 3+1; hp 19, 17, 16, 14; #AT 1; Dmg 2-8 or by weapon type; SA 50% surprise; AL CE; morning stars). A **hill giant** (AC 4; MV 12″; HD 8¼; hp 51; #AT 1; Dmg 2-16; SA hurl rocks (but not here, he doesn't!); SD 30% chance to catch large missiles; AL CE) is used for moving heavy objects, and has assisted the clerics with locating and training the worgs (area 25). He also tyrannizes the bugbear guards and keeps that fractious rabble in terrified order. If the giant is slain, any surviving bugbears surrender at once.

20. Giant's Lair. This chamber (ceiling height 18′) contains: poor quality, lice-infested, animal-skin bedding; two spare giant-size clubs; two large pottery jugs (of water) on a plain-topped table; and, a crude chest (unlocked and untrapped) containing the giant's wages and those which it has appropriated from the bugbears (110 gp, 920 sp, 1,150 cp). A badly mounted dwarf's head on a wood plaque decorates the east wall.

21. Fallirani's Quarters. Haranian (see area 34) particularly dislikes this half-elf and has given him the unenviable job of supervising the giant and bugbears (room 19), who scorn him and dispute everything he says. Fallirani is deeply embittered and would betray Haranian at the drop of a hat; he might even join the PCs, but he is completely untrustworthy. He will not, in any event, betray anyone else on this level save for Haranian and his bodyguard. His quarters are fastidiously decorated, with cotton covers on his bed along the northern half of the west wall, a silver-fox patchwork rug (value 500 gp), polished table and chairs, silvered utensils (value 150 gp), and the like.

Fallirani, half-elf male: AC 1/4; MV 9″; C4/MU4; hp 21; #AT 1; Dmg by spell or weapon type; S 16, I 16, W 16, D 17, C 16, Ch 10; AL CE; chain mail, *ring of protection +1, dagger +3,* footman's flail; spells: *cure light wounds* (×3), *darkness, sanctuary, aid, hold person* (×3), *magic missile* (×2), *shield, detect invisibility, invisibility.* He has a potion of *levitation* and a scroll with two spells (at the 9th level of magic use): *Melf's acid arrow* and *mirror image.* Fallirani wears silk-lined robes (300 gp value), an amethyst and silver neck pendant (value 400 gp), and a gold ring set with a tourmaline (value 200 gp).

22. Jackalweres. This bare chamber smells slightly musky (10% chance per PC of detecting this from outside) and is unlit. The three **jackalweres** (AC 4; MV 12″; HD 4; hp 27, 13 (×2); #AT 1; Dmg 2-8; SA *sleep* gaze; SD iron or +1 or better weapon to hit; AL CE) that lair here are important to the clerical cult at certain religious rites, but are regarded as unpredictable and dangerous, and will not be pressed into guard service automatically. However, if the junior clerics (rooms 21, 26, 29) are warned by a bugbear (from area 19) of the PCs' entry into this level, they dispatch that bugbear with instructions to open the door to this chamber. The jackalweres promptly put the bugbear to sleep and eat him, then prowl around in the east-west corridor outside this room.

23. Ghast Chamber. Along the east and west walls are four tombs, open and empty; the undead forms of their former occupants guard this largely bare chamber. Wall etchings and murals, mostly faded, bear a variety of sigils which the original catacomb inhabitants believed hastened the souls of the dead on their journey to the Outer Planes.

If the PCs are in combat with the four **ghasts** (AC 4; MV 15″; HD 4; hp 23 (×3), 11; #AT 3; Dmg 1-4/1-4/1-8; SA paralyzation, stench; SD immune to *sleep* and *charm* spells; AL CE) in this chamber, the door leading to room 24 bursts open after 2-5 rounds of combat, and the NPC party (see individual descriptions) enters the chamber, weapons at the ready. They spend one round figuring out what is going on, obviously surprised. They then aid the PCs without taking any unnecessary risks. After the combat is over, they heal their wounds (assume that their fighters and clerics are 10-50% down from maximum hit-point totals) and begin discussions. This is a good point for the PCs to (guardedly) rest and recuperate.

24. Guard Chamber. This room contains four pallet beds and two plain-topped tables with chairs. The NPC party has killed the guards here (four bugbears and one junior cleric). The secret door in the east wall was originally trapped with a *glyph of warding,* but the passage out is now clear. It leads up to a magically concealed exit on the north side of the foothills, 200′ away.

25. Worgs. This large chamber is mostly bare except for two large statues of huge wolves in the northeast and northwest corners. The seven **worgs** (AC 6; MV 18″; HD 4+4; hp 28, 26 (×2), 25, 24 (×2), 22; #AT 1; Dmg 2-8; AL NE) that lair here are large specimens and very aggressive, but they have been trained to respond to simple hand signals given by the clerics (instructions such as "attack this creature," "defend me against attack," and the like). The worgs are sacred to Siinkinara and are well treated by the clerics; they will fight to the last to protect the clerics if so instructed.

The leader of the pack is a chaotic-evil, animal-form **werewolf** (AC 5; MV 15″; HD 4+3; hp 30; #AT 1; Dmg 2-8; SA surprise on 1-3; bite causes lycanthropy; SD silver or magical weapon to hit; AL CE), a savage creature that attempts to engage any PC cleric in melee.

Each of these eight creatures wears a leather collar with bronze studs and a

silver pendant with an etched sigil; the pendants are each worth 10 gp.

26. Lifarian's Chamber. This chamber is unlit and decorated with macabre humor. Outlandish self-parodying scenes of triumphant evil are depicted on two wall tapestries (value 1 gp each) and three oil paintings hung on the west wall (gilt frames worth a total of 240 gp). There are standard room furnishings: table, chairs, footstool, utensils on table, etc.

Lifarian, half-drow male: AC −1/2; MV 12″; F7/C7/MU7; hp 50; #AT 3/2; Dmg by spell or weapon type; S 17, I 16, W 16, D 17, C 17, Ch 15; AL CE; drow-made *elfin chain +3, long sword +2, dagger +2;* spells: *command, cure light wounds* (×2), *resist cold, sanctuary, aid, hold person, know alignment, resist fire, silence 15' radius, dispel magic, prayer, spell immunity* (cast against *hold person), alarm, magic missile* (×2), *shield, invisibility, Melf's acid arrow, wizard lock, lightning bolt, Melf's minute meteors, minor globe of invulnerability.* Lifarian can fight with two weapons, incurring no penalty on "to hit" rolls with the long sword and a −2 penalty with the dagger. He has several magical items: a *dart of the hornets' nest* which divides into seven darts (each +3 to hit, Dmg 1-3/1-2, can be used but once (non-magical afterward), XP Value 500, gp Value 4,000); potions of *extra-healing* (×2); a *wand of negation* (11 charges); *winged boots;* and, a scroll of three spells (at 8th level of magic use): *detect invisibility, wizard eye,* and *wizard lock.*

Lifarian is a cynical, ambitious half-elf who despises virtually everyone else in Siinkinara's cult but who has allied himself with the other junior clerics against Haranian, hoping that in time he will rise to Haranian's position. He is also a distant relative of Xintilla, the drow envoy (area 37). It was he who alerted the drow to the goings-on here, hoping to acquire some credit in the eyes of powerful drow which might be useful in the future. He is courageous, but if seriously injured in combat he may seek to escape to level three of the dungeon, taking refuge with Xintilla.

27. Lifarian's Lair. The door to this chamber (which is also unlit) is *wizard locked* at the 7th level of ability. This bedroom contains a silk-covered bed (covers worth 300 gp), a wardrobe with spare clothes (robes, boots, belts, etc.; total value 500 gp), a small table with ornaments (marble snails, conches, three silver-banded crystal vials of unholy water, and the like; total value 300 gp), a commode, and a *wizard locked* (7th level) coffer beneath the bed.

Three hematite plaques are set into the top of the coffer (which is not physically trapped). Unless these plaques are depressed in the correct order (right to left), the coffer, when touched, simply disappears into the Ethereal Plane, reappearing 24 hours later. The spell books of both Lifarian and Fallirani are normally kept in this coffer, but a carefully worded *limited wish* ensures that PCs will not be able to obtain them. The spell causes the books to disappear into the Ethereal Plane for 24 hours if anyone other than Lifarian opens the coffer. The other items in the coffer are bags containing 150 pp, 350 gp and 550 sp, and a casket containing two gold rings with diverse gem settings (values 700 gp, 650 gp). Clarissa's treasures (area 30) are within this coffer if the junior clerics here received warning of the PCs' incursions from guards on the first dungeon level.

28. Lounge. This cozy room is used by all the junior clerics on this level. Comfortable chairs and a table bearing fine silver utensils, two silvered crystal decanters (total value 650 gp), a chaise lounge, and scatter cushions decorate this chamber. The southern door is *wizard locked* (7th level).

29. Clarissa's Chamber. Although this room contains standard furnishings (including a bearskin rug worth 240 gp), a great copper bowl filled with water and set on a stout table dominates the chamber. The bowl is surrounded by 12 crystal vials (value 40 gp each) and bundles of herbs, two blocks of incense, an oil burner, an unholy symbol of Siinkinara, and similar implements. Clarissa has been engaged in the manufacture of unholy water for the demon-summoning ceremony.

Clarissa, human female: AC 1/4; MV 12″; C6; hp 38; #AT 1; Dmg by spell or weapon type; S 16, I 11, W 16, D 15, C 16, Ch 11; AL CE; *chain mail +1, shield +2, hammer +1,* quarterstaff; spells: *bless, curse, darkness, cause fear, protection from good, aid, hold person, resist fire, silence 15' radius, spiritual hammer, continual darkness, dispel magic.* She possesses a scroll of *protection from electricity,* and a second scroll with two spells (at 8th level of magic use): *animate dead* and *spell immunity* (which she will cast against a *magic missile* spell). She wears a silver tiara set with moonstones (value 1,200 gp), silver earrings (value 40 gp), and matching silver bracelets (value 100 gp each).

30. Clarissa's Bedchamber. This room holds a notably luxurious bed with silk and fur covers (total value 1,100 gp), a wardrobe with robes, blouses, etc., of silk and cotton (total value 400 gp), a table with crystal vials and jars of unguents and perfumes (total value 300 gp), and a casket containing five diverse minor jewelry items (values 200 gp (×3), 300 gp, 450 gp). Finally, there is a wall-mounted (and very heavy) mirror with silver filigree edging (300 gp value). If there is time, Clarissa may move the more portable items of treasure to Lifarian's lair (see room 27).

31. Great Chamber. The ceiling height in this room is 20′, so echoes are especially loud here. Two great stone pillars, with sculptured wolves and wolverines upon them, support the roof. Wall and floor mosaics show scenes of Siinkinara's clerics commanding legions of snarling wild beasts and groups of undead, pouring down hillsides toward human settlements. The two rooms located through the east and west archways contain undead attendants which advance and attack any who enter, save for clerics of Siinkinara or characters accompanied by same.

Six **ghouls** (AC 6; MV 9″; HD 2; hp 12 (×2), 9 (×2), 7 (×2); #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD immune to *sleep* and *charm* spells; AL CE) hide in room 31A, and four **ghasts** (AC4; MV 15″; Hd 4; hp 27, 15, 13, 9; #AT 3; Dmg 1-4/1-4/1-8; SA paralyzation, stench; SD immune to *sleep* and *charm* spells; AL CE) lurk in 31B, eager for warm, living prey.

The height of the archways is 8′, and the ceiling is 12′ high in the side chambers. The main chamber is dimly lit by two small lamps burning along the north wall, but two great oil-burning braziers stand against each of the east and west walls to either side of the archways, with four vials of oil and six torches on wall shelves beside each brazier.

32. Bodyguard. This antechamber is mostly bare, containing but two chairs

and a table located before the north door. It is occupied by Shirek, Haranian's brutal bodyguard, a massive and vicious half-orc mercenary. He is paid well and is sometimes allowed to execute sacrificial victims, so he is happy with his lot. Shirek has a special hatred of elves and half-elves which feeds the junior clerics' hatred of Haranian. Shirek will, if possible, focus melee attacks on elf and half-elf PCs. The sound of combat in area 31 alerts him, and he in turn alerts Haranian (area 34) who casts suitable defensive and information-gathering spells before the two come out to attack. The half-orc uses his *oil of sharpness* on his swords in preparation for battle.

Shirek, half-orc male: AC −1/1; MV 6″; F7; hp 80; #AT 3/2; Dmg by weapon type; S 18/70, I 8, W 8, D 16, C 18, Ch 7; AL NE; full plate armor, bastard sword, two-handed sword, *oil of sharpness +3* (2 doses). Shirek prefers the bastard sword for its speed against small and medium targets. He possesses a *periapt of proof against poison +2* and a scroll of *protection from paralyzation,* which he reads immediately before engaging in combat.

33. Shirek's Chamber. This small bedroom contains a pallet bed; a table with pottery vessels, pewter tankards and utensils; a medium-sized firkin of dreadful ale; and, a coffer (with a poison needle; save vs. poison or die) containing Shirek's accumulated wages (120 gp, 550 sp, 400 cp).

34. Haranian's Quarters. Decorated with an opulence exceeded only by its tastelessness, this lurid room is positively repellent. Hanging above Haranian's silk-and-fur-covered bed (value of covers 900 gp) in the northeast corner are two silver statuettes of succubi, affixed to the walls by silver chains (value 300 gp each). A badly stuffed bear stands holding a pewter tray of pottery fruit in the northwest corner, and the southwest corner contains a marble bust of the occupant (absurdly flattering). Close by the bed is a wardrobe housing a collection of very bright fabrics and clothes, most of which are too tight to fit Haranian's gross frame now (total value 700 gp). Shelves and tables bear other tasteless ornamentation (skull paperweight, waste basket fashioned from a humanoid rib-cage, etc.). After some searching, silver utensils, filigree-decorated quills, and the like can be gathered (total value 300 gp). There is no chest or coffer; Haranian keeps his treasure on his person in the form of jewelry.

Haranian, human male: AC −3/-1; MV 9″; C9; hp 70; #AT 1; Dmg by spell or weapon type; S 18, I 9, W 16, D 16, C 17, Ch 12; AL CE; *full plate armor +1, ring of protection +1, footman's mace +1;* spells: *bless, command, detect good, detect magic, cause fear, resist cold, detect charm, detect life, hold person, resist fire, silence 15′ radius, withdraw, animate dead, continual darkness, dispel magic, detect lie, poison, flame strike.* He possesses a *ring of mind shielding,* three *beads of force,* one potion each of *extra-healing* and *invisibility,* and a scroll of three spells (at 9th level of magic use): *dispel good, protection from good,* and *true seeing.* He wears a huge gold neckchain (value 1,200 gp), three gold rings with diverse gem settings (values 715 gp, 450 gp, 400 gp), a solid platinum bracelet (value 240 gp), and a belt pouch with eight assorted gems (values 500 gp (×2), 100 gp (×5), 50 gp).

Haranian is large (6′3″, 245 lbs.) and is an arrogant bully. He is the perfect second-in-command for Siobhana (level three) — too dumb to ask awkward questions or be a threat to her, but strong enough to keep his place and bully subordinates into submission. If Haranian cannot reach level three and raise the alarm, he will fight to the death here — and will probably enjoy it.

Dungeon Level Three

This level is dangerous indeed. There are two powerful enemies here, and on the day of the new moon there will be a third — a summoned demon. If Lifarian escaped to this level from level two, Siobhana will summon the demon Ki-Baaz, on the morning of the game day after Lifarian's retreat, even if this day is not the day of the new moon. Threatened by the attack of a strong PC party, Siobhana has no other choice.

If Lifarian did not escape from level two, the DM may wish to delay the PCs until the day of the new moon. Some (or even all) of the NPC party members may decide that they can risk attacking the PCs. Keep in mind that Xavandra, the NPC magic-user, and Eldoriel, the NPC thief, have high regard for their personal safety, and that Suzerean, the NPC cleric, wishes to overcome the chaotics above everything else. It is likely that if any serious damage is suffered by members of the NPC party, there may be defections from their ranks or a determined attempt at peacemaking by Suzerean. Combat with the NPC party might not decimate the PCs, but it can be used to delay them and set them up for further bargaining, role-playing, and ultimatums.

It may be that the PCs have already dealt with the NPC party by expelling the evil adventurers or forcing them to leave, and may have recruited one or both of the neutral NPCs. If this has happened, Suzerean the cleric suggests waiting until the day of the new moon to attack the third dungeon level. She cautions that if the problem is to be dealt with finally, it may well be that the demon will have to be encountered and overcome, and that any other course of action may only delay the chaotics. She will, of course, stress that resting for a time will permit physical recovery, the casting of information-gathering spells, and so on.

If the PCs, with some help from the NPC party, attack level three before the demon arrives, the final combat may not be terribly difficult for them. Hence, greater enjoyment of a closer combat may be had if the demon is present. However, if the occupants of level three have not been warned of an invading force and the PCs have made very good time, the DM should allow them to enjoy their good fortune.

Alternatively, it is possible that the PCs have been so slow that the night of the new moon passes before they reach level three. If this happens, the demon and Xintilla the drow have departed, as has Siobhana (in *gaseous form,* her treasure buried somewhere outside). Only the mindless undead guards remain (together with any luckless refugees from level two). The *Orb of Law* has been destroyed (see area 43), and the PCs' mission has failed.

The steps leading down to this level from level two descend 40′ over a 160′ distance, but the guards in area 35 do not respond to armor clanking down them or to any other noise; they only respond to entry into room 35.

35. Monster Zombies. In this bare chamber, four **monster (bugbear) zombies** stand guard (AC 6; MV 9″; HD 6; hp 30, 29, 28, 25; #AT 1; Dmg 4-16; SD limited spell immunity, half damage

from blunt weapons; AL N). They were created by Siobhana with her *animate dead monsters* spell. One zombie holds the rope of a great brass bell fixed to the ceiling. In the event that anyone other than a cleric of Siinkinara (or accompanied by same) enters from the east door, the monster zombie at once rings the bell. If the occupants of this level have been warned of the PCs' presence, the zombie rings the bell if *anyone* enters.

The noise made by the bell is deafening. All within 150′ can hear it, and anyone present within the chamber when it is rung must save vs. spells or be unable to cast spells for 2-5 rounds. The zombie rings the bell for just one round, then joins its fellows in mindlessly attacking the intruders. The rope can be severed if it receives 10 hp damage, causing the bell to drop on the zombie and destroy it.

36. Troll Guard. This room is undecorated and malodorous, dark, and utterly filthy. The huge **troll** (AC 4; MV 12″; HD 6+6; hp 40; #AT 3; Dmg 5-8/5-8/2-12; SA attacks multiple opponents; SD regeneration; AL CE) that lives here was captured in the hills by the hill giant and bugbears (level two), who were able to beat him unconscious and bind him. Siobhana decided not to sacrifice the troll by fire but to use it as an extra guard.

The very few visitors here are usually shown to Siobhana's quarters (room 41) by the troll, who gives them meaningful glances as it licks its lips en route. Siobhana has found that this intimidation helps her to get what she wants in negotiations. Xintilla the drow representative, for one, was intimidated by the huge humanoid. The troll is given treasure (and an occasional bugbear) to keep it happy, and — being smarter than the average troll — it accepts its lot. It attacks at once upon hearing the sound of combat from area 35, but if reduced to 8 hp or less, it attempts to flee east up the stairs to level two and the outside world beyond.

Among the filth on the floor can be found 145 gp, 420 sp, 760 cp, and two gems (values 200 gp, 100 gp). There is also a gold bracelet (worth 160 gp) around the wrist of a partially eaten bugbear.

37. Drow Envoy. Xintilla has been here only a week. He is an old acquaintance of Siobhana (room 41) and was warned of what was going on here by Lifarian (room 26). He is here as an unofficial representative of the drow, who are not displeased with the activities of Siobhana's group but want more information. He and Siobhana are friendly but a little wary of each other.

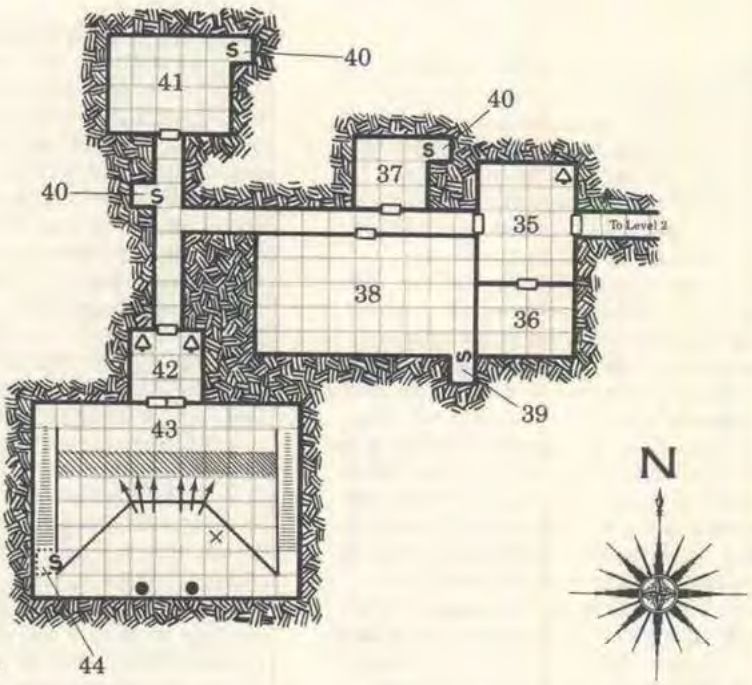
Xintilla's chamber is modestly furnished with a cotton-covered bed, a wardrobe holding spare garments, a table and chairs, two cotton wall-hangings depicting desolate landscapes, and the like. Minor ornamentation and silver utensils (total value 200 gp) can be garnered after searching.

Xintilla, drow male: AC −3/1; MV 12″; F6/MU11; hp 38; #AT 1; Dmg by spell or weapon type; S 11, I 17, W 9, D 18, C 15, Ch 10; AL CE; drow-made *chain mail +4, short sword +3,* two *javelins +3;* spells: *charm person, grease, magic missile, read magic, continual darkness, detect invisibility, invisibility, stinking cloud, dispel magic, fly, phantasmal force, protection from normal missiles, ice storm, minor globe of invulnerability, wall of fire, feeblemind, hold monster, teleport.* The two *javelins +3* are tipped with paralyzing venom (save vs. poison at −1 negates effects) that lasts for 3-30 rounds.

Xintilla has a *ring of shocking grasp* (7-14 hp damage by touch), a *wand of magic missiles* (10 charges), and two scrolls (at 11th level of magic use). The first contains *Melf's minute meteors* and *sepia snake sigil;* the second has *teleport* and *detect illusion.* His pack holds two small traveling spell books which contain all of his listed spells plus 2-8 others (randomly chosen). Xintilla wears a fine platinum and opal neckchain (value 3,000 gp), a gold and sapphire ring (value 4,000 gp), and fine silk robes with silver embroidery (value 1,600 gp). In one belt pouch, he has five gems (100 gp each) and a silver ring with a small diamond (value 2,100 gp); in a second pouch he has four small vials of an alkaloid drug (colorless and odorless) which causes nausea (half normal strength for 5-8 hours) if ingested by anyone not habituated to the drug's effects. Xintilla is addicted to this drug. It has affected his metabolism so that his magic resistance is only half normal (now 25%). The drug will affect him in worse ways in time, but this is its only effect to date.

If Xintilla is warned or hears the

DUNGEON LEVEL 3



sound of the bell from room 35, he flees at once to room 43, alerting Siobhana (room 41) en route. If trapped within this chamber, he will *teleport* to area 43 (which he has studied very closely).

38. Great Chapel. This chamber is vast and forbidding, with a ceiling height of 30′. Wall frescoes and murals, tapestries and hangings portray scenes of chaos in nature: volcanoes, tidal waves, savage electrical storms, herds of marauding wild beasts. A massive altar set before the east wall is engraved with similar scenes and more abstract sigils and arabesques. Two huge altar cloths, two massive silver chalices (nonmagical and harmless, worth 1,500 gp each but very heavy) full of unholy water, bronze candlesticks, and a range of ceremonial candles decorate the altar. A row of 12 black cotton robes (six with silk linings, worth 200 gp each) hang on pegs along the south wall. Large pews are arranged at irregular intervals to face the altar. Evil though this place is, it is simply to be used in preparation for the rituals needed to destroy the *Orb of Law*. A successful *exorcism* effectively destroys the usefulness of this place to evil forces for 2-8 weeks, or a *wish* can be used to remove all evil influence.

39. Secret Chamber. The secret door bears a *glyph of warding* that inflicts 20 hp cold damage on anyone opening the door (save vs. spells for half damage). The 10′-square cubicle behind the door holds a coffin whose bottom contains a layer of earth. This is one of Siobhana's coffins (see also areas numbered 40). This coffin contains some of Siobhana's nonmagical treasures: a silver tiara set with bloodstones (value 2,000 gp), a silk choker with a silver and citrine pendant (value 570 gp), two silver bracelets with spinel and sapphire inlays (values 1,700 gp each), and an opal and gold ring (worth 4,000 gp).

40. Vampire Coffins. Each of these small rooms is identical, barren of all treasure and possessions except for a single large coffin placed in the center of each room. The doorways have been locked and barred from the inside, requiring a *bend bars/lift gates* roll to break down (one attempt only per PC), but a small hole 1″ in diameter was drilled through the top of each doorway — through which Siobhana, in *gaseous form,* could travel in an emergency. Siobhana will use these rooms as necessary if attacked and unable to escape in any other manner.

41. Siobhana's Chamber. This room contains standard furnishings and fittings but is only very dimly lit. The wall hangings are of unusually fine quality (value 900 gp, but bulky). There is no bed and no mirror. A bearskin rug (worth 200 gp) and a patchwork quilt of great cat furs (value 700 gp) lend an air of barbaric splendor to the room. There is a collection of silver and crystal goblets (eight pieces, total value 1,000 gp) on a silver tray (value 120 gp), and a (nonmagical) crystal ball on a silver base, held by silver claws with tigereye and topaz settings (value 1,200 gp).

Siobhana (pronounced shu-*vah*-nuh), female vampire: AC −1; MV 12″/18″; C10; HD 8+3; hp 50; #AT 1; Dmg 5-10 or by weapon or spell type; SA *energy drain, charm* gaze; SD magical weapon to hit; immune to *sleep, charm, hold* spells, poison and paralyzation; half damage from cold and electricity; saves as 10th-level cleric; W 18, D 17 for saving-throw purposes; AL CE; *cloak of displacement;* spells: *darkness* (×4), *detect good, detect magic, hold person* (×2), *know alignment, silence 15′ radius* (×2), *withdraw, animate dead, continual darkness, dispel magic, glyph of warding, detect lie, cloak of fear, poison, protection from good 10′ radius, animate dead monsters, slay living.*

Siobhana possesses three scrolls of spells (all at 10th level of magic use). Scroll 1 has *continual darkness* (×2). Scroll 2 has *dispel good* and *true seeing.* Scroll 3 has *flame strike* and *magic font.* For scrying purposes with the *magic font* spell, assume that Siobhana is familiar with all areas occupied by her clerics. She wears fine, flowing violet robes of silk with ermine trim (value 2,000 gp) and magnificent silver and moonstone necklace, earrings, and bracelets (total value 4,000 gp).

Siobhana is the commander of the entire catacombs and is a ruthless, ingenious, and fast-thinking enemy. She will most certainly fight until destroyed and will make her last stand in area 43 with the guards (and Xintilla and Ki-Baaz, if summoned). For her tactics in combat, see area 43.

42. Antechamber. Attached to the door inside this room are two ropes connected to huge bells. Any creature entering automatically announces its presence. This "doorbell" is not a trap and cannot be detected by a *find traps* spell or a thief's *find traps* skill.

This chamber is quite bare, save for a trestle table along the east wall, although wall and floor mosaics of abstract design cover every flat surface.

43. Chamber of the Orb. This vast chamber has a ceiling height of 35′ and has been cunningly constructed. The great landing area at the south end of the chamber is 20′ above ground level, and the only ways to reach it are by using the stairs or by a spell such as *fly* (a thief using his *climb walls* ability is in for a nasty surprise — see below). Two great, hemispherical, marble pillars stand in the middle of the south wall, each 5′ wide and set into the wall. There is a 10′ gap between them. The pillars are carved with many runes and sigils of an extinct chaotic cult.

Between the pillars, motionless in mid-air, floats a bronze sphere about 10″ in diameter. This is the *Orb of Law* (see description at end of module), and it is protected by a *wall of force* that stretches between the pillars and cannot be dispelled (by the PCs, at any rate). Both the *wall of force* and the *Orb* can be assumed to be immune to magical damage in the context of PC's actions here (except for obvious spells like *disintegrate*).

The defense of this chamber has been carefully planned. At the bottom of each 10′-wide staircase stands a monster (bugbear) zombie guard (see room 35 for statistics), able to block the bottom of the stairs. If Xintilla is here, he uses his *grease* spell to make running up one set of stairs (determine randomly) extremely hazardous. Further, the entire shaded area of the main ground section (see Dungeon Level 3 map) is a covered pit, 20′ deep and filled with spikes. Anyone falling into the pit takes 3-18 hp falling damage and is impaled on 0-5 (1d6−1) spikes, each of which inflicts a further 1-4 hp damage. If a character is impaled on four or more spikes, he is unable to escape without aid. Since the main illumination in this chamber comes from two large, oil-burning lamps at the top of the stairs, the shadows cast by the projecting landing area make it difficult to see the covered pit for what it is (half normal scores for nonmagical trap detection abilities).

If mechanical means, a thief using *climb walls,* or a PC with *gauntlets of swimming and climbing,* are used to climb the 20′ sheer face of the projecting landing area, an unpleasant surprise is in store. As soon as the wall is touched, the stones immediately below those at the top of the wall project outwards, expelling an organic acid which showers over all below and within 5′ of the wall, causing 1-6 hp damage per round and making the wall slippery and unclimbable. The acid gushes forth for one turn after the trap is activated, but does not adhere to characters after a round of contact if they move away from the area into which acid is pouring.

There is a further mechanical protective device here. At the points on the map marked by arrows, there are cylindrical holes in the stones at the top of the wall. When the lever at the point marked X is pulled, a spear is shot from each hole, striking as a 6 HD monster for 1-8 hp damage. Each spear will strike medium-size characters in its line of flight within 15′ of the northern wall of the chamber. After discharging six spears, the lever must be pulled again in the following round to recharge the device, so that the effective fire rate is a volley of six spears once per two rounds. After firing a total of 18 spears, there are none remaining in the device. A third monster zombie mindlessly operates the lever until commanded to stop by one of the chaotics.

If the demon has been summoned, he is within this chamber. The demon is a terrifying opponent: a marquis cambion.

Ki-Baaz, marquis cambion with abilities of a 14th-level cleric: AC −2; MV 15″; C14; HD 14; hp 96; #AT 2; Dmg by spell or weapon type; S 18(97), I 17, W 17, D 18, C 17, Ch 16; SA *cause fear;* SD *polymorph self;* AL CE; *bastard sword +2;* spells: *curse, darkness* (×3), *detect good, penetrate disguise, protection from good, sanctuary, aid, hold person* (×5), *know alignment, silence 15′ radius, animate dead, continual darkness* (×2), *dispel magic* (×2), *prayer* (×2), *cloak of fear, cure serious wounds, poison* (×2), *spell immunity* (cast against *magic missiles*), *dispel good, flame strike, true seeing, harm, heal.*

Ki-Baaz carries a large silver and bone scroll holder set with gems (total value 3,000 gp) which contains a scroll with the lengthy and complex recitation necessary for the destruction of the *Orb.* The demon also carries pouches of material components to aid in working the spell: vials of spectre dust, opaque ichors, etc.). He wears a resplendent platinum neckchain with a diamond pendant (value 6,300 gp) and gold bracers set with jaspers and citrines (total value 2,250 gp), as befits his position within the demonic hierarchy.

The chaotic forces (Siobhana, Xintilla, and possibly Ki-Baaz and Lifarian) will be spread out across the landing area when the PCs arrive. The monster zombie atop the landing will be commanded to pull the lever to activate the spear trap. The DM will need to keep a careful check on which preparatory defensive and information-gathering spells have been cast by the chaotics; timekeeping is crucial for this combat.

The chaotics are smart; they fire off a barrage of their more powerful spells initially, attacking any obvious spellcasters among their enemies and disrupting the concentration of clerics attempting to turn the monster zombies. They then keep back one or two of their most powerful spells for later magical combat, partly for self-

protection and partly to attempt to dupe their enemies into believing that their "bolt has been shot."

However, not all the chaotics will fight to the death. Ki-Baaz wishes to avoid the ignominy of being destroyed on the Prime Material Plane at all costs. If reduced to 15 hp or below, he attempts to *teleport* back to the Abyss. Xintilla, likewise, attempts to *teleport* back to his lair within the realms of the drow (thus playing no further part in this adventure) if reduced to 10 hp or below. Lifarian fights to the death if Siobhana is still alive, but if she is killed, he seeks any possible opportunity for escape and may even surrender. And, even though Siobhana will fight to the end, she is no fool. If reduced to a low hit-point total, she tries to escape in *gaseous form,* reforming to summon rats and bats to cover her retreat, then regenerating and returning to the fray.

This combat is very challenging. If three or four opponents are involved (especially if the demon is present), it is possible that one or more PCs may perish despite good or at least reasonable play. If this is the case, you may wish to consider adding to the magical treasure in area 44 some means of restoring those characters — a scroll with a *raise dead* spell, or even a *ring of one wish* if a character cannot be raised. This should not be done if PCs have perished because of poor play, inadequate precautions, etc.

It may be that, after an initial round or two of combat here, a number of unlucky dice rolls leave the PC party in serious difficulties and they decide to flee. If they flee, the chaotics pursue them but not to attack (unless the PCs turn to fight as they retreat). The chaotics simply chase them out of the dungeon and ensure that the PCs flee well away from the locale. The chaotics then return to the dungeon to get on with their work.

44. Concealed Treasure. The secret door under the west staircase opens a cubic alcove in which Siobhana has stored treasure. The door is protected by a *glyph of warding* (20 hp cold damage, save vs. spells for half damage).

The cubicle contains a locked chest that shocks the first person touching it for 4-40 hp damage; the next one to touch it gets 2-20 hp, then no damage at all. Inside the chest are the following items: a sack with 2,200 gp; a bag of 480 pp; a diamond-and-silver brooch (value 6,500 gp); a casket containing two sea horses sculpted in jade (1,000 gp each); a black wooden mace with platinum banding and moonstone settings (radiates evil faintly but is harmless, value 600 gp); and, a set of silver scales used for weighing material components for spells (but the scales are so accurate that an alchemist would pay 1,200 gp for the set).

A secret bottom in the chest hides a spectacular gold-and-platinum chain set with emeralds (value 24,000 gp). But this item is *cursed* so that the first person to touch it must save vs. spells at −4 or lose 1-4 points from his prime attribute score. If the character has no such score, or more than one, determine randomly which ability is affected. *Remove curse* cast upon the item or the victim (as against 14th level of magic use) negates the effect. If cast on a character, only one such application of the spell may be attempted. If the first spell fails, only a full *wish* or an *alter reality* spell can undo the baneful effect. *Dispel magic* may affect only the item, but the spell is weaker than *remove curse.* In casting it against the 14th level of magic use, the spell-caster should be treated as three levels lower than actual level. Any individual spell-caster may attempt the use of *dispel magic* only once; subsequent attempts automatically fail.

Concluding the Adventure

If the PCs have been successful and overcome the chaotic forces, they may nonetheless wonder whether they should do something about the *Orb.* If they are concerned about this, you may wish to have the *Orb* communicate using empathy with a lawful character (lawful-neutral preferred). The *Orb* relates that, with the decimation of the chaotic clerics, its safety is secured and there is nothing more the PCs need do.

When the successful PCs return to Ranaan, the townsfolk and Maralan are delighted at their efforts and hold a feast night for them. Maralan offers the mayor's mace as reward. If the PCs decline the mace (after all, they may have taken a fair amount of treasure from the dungeon, and it is obvious that Ranaan is not a rich community), award them the experience point value of the mace as monetary treasure, with a bonus if such behavior fits with alignment, personality, or convictions (good-aligned PCs might well wish not to take the mace, and a lawful-neutral character might feel it wrong to take a symbol of authority as reward, for example).

If the PCs are defeated, they may be forced to retreat and be unable to prevent the chaotic forces from destroying the *Orb.* If this happens, the PCs will not, of course, receive the mayor's mace as reward for their efforts, and while Maralan and the townspeople thank them for doing what they could (should the PCs return to Ranaan), they are cool toward the PCs unless it is clear that the adventurers have suffered serious losses in attempting to overcome the chaotics. Maralan expresses fears for the future, and states his intention of traveling himself to recruit further help. It is understood that the PCs should travel on their way before long.

You may wish to use this adventure as a springboard for setting up others if this suits your campaign. For example, if Xintilla the drow escaped, it is possible that informed drow might investigate the catacombs with an exploratory force at some later time.

If the party has fought Ki-Baaz and he was forced to flee, his hurt pride can make him a dangerous nemesis for any PC group. He has powerful friends and several vassals. Even if the demon has been slain, you may wish to consider that he has only been destroyed in material form. Although only demons of Type V status or higher are able to return to the Abyss after such a fate and reform a material body on the Prime Material at a later time, Ki-Baaz's powers are great. He is as formidable an opponent as a Type V demon, so you may wish to consider the possibility of his return. Of course, under such circumstances, he will certainly wish to exact full revenge for his defeat.

Finally, if members of the NPC party have been expelled by the PCs, overcome in combat and forced to flee, etc., they too may seek revenge. They might try to ambush a weakened PC party as it emerges from the catacombs, or they may seek to gain allies from other communities in your campaign to persecute the PCs.

And if the PCs wish to borrow or steal the *Orb* . . . they are fooling with powers greater than they, and the gods themselves might become interested — perhaps the worst fate of all, if properly handled.

The Orb of Law

The powers of the *Orb of Law* are usable only by a lawfully aligned creature, with an intelligence of 9 or higher, who grasps the *Orb*. Any chaotic creature touching the *Orb* sustains 6-36 hp cold damage and is *paralyzed* for 6-36 rounds (no saving throw, no magic resistance). Neutral creatures take half damage and half-duration paralysis from touching the *Orb* (no saving throw, as above).

A lawfully aligned wielder of the *Orb* has an effective charisma of 18 when dealing with lawful creatures and receives the benefits of a −2 armor class bonus and a +2 bonus to all saving throws against attacks from chaotic opponents.

No creature native to the Outer Planes of chaotic alignments (Olympus, Limbo, the Abyss, etc.) can approach within 10′ of the *Orb*-wielder. No saving throw is granted here, but magic resistance does apply if the creature is at least a greater demon or of equivalent status. Check magic resistance against 18th-level magic use for the *Orb*.

The *Orb*-wielder may attempt to dispel any elemental within 60′, up to a maximum of four elementals per day. The elemental is permitted a saving throw vs. wands to avoid returning at once to its native plane. Only one such attempted dispelling is possible for any individual elemental. It is this power, magnified and extended by special enchantments placed around the *Orb*, which makes this artifact so potent a protective device.

The following powers are available to the *Orb*-wielder (once per day each, one per round): *beguiling* and *rulership* (as the rods, effective on nonchaotic creatures only), and *fear* and *paralyzation* (as the wands, effective on chaotic creatures only; save at −2 against these effects).

The *Orb* can communicate by *empathy* within a 60′-range, but only with lawfully aligned creatures.

The *Orb* also possesses undefined powers which allow it to counteract the forces of Chaos in all its forms. Rather than specify what these powers are, the DM should be prepared to improvise their use and appearance, as appropriate within the campaign. For instance, a PC holding the *Orb* in the direction of a chaotic-evil wizard might suddenly see the wizard struck by a burst of *magic missiles*, or see the powers of one of the wizard's favorite evil devices neutralized. This "undefined" power is what protects the local region from the chaotic banes placed underground.

Catacombs Random Encounters Table

1d20	Monster	AC	MV	HD	hp	#AT	Dmg	SA	SD	AL
1	Ettin	3	12″	10	62	2	2-16/3-18	None	Surprised only on 1	CE
2	Ghouls (8)	6	9″	2	11 (×4), 9 (×4)	3	1-3/1-3/1-6	Paralyzation	*Sleep, charm* immunity	CE
3	Gray Oozes (2)	8	1″	3+3	22, 15	1	2-16	Corrosion	Heat, cold, spell immunities	N
4	Subterranean Lizard	5	12″	6	19, 34	1	2-12	Double dmg. on 20	None	N
5	Ogres (8)	5	9″	4+1	14 (×3), 19 (×3), 20 (×2)	1	1-10 or by weapon	None	None	CE
6	Roper	0	3″	10	44	1	5-20	Poison strands	Immune to electricity, half damage from cold	CE
7	Ochre Jellies (2)	8	3″	6	37, 27	1	3-12	None	Lightning immunity	N
8	Shadows (7)	7	12″	3+3	21, 16 (×3), 18 (×3)	1	2-5	Strength drain	*Sleep, charm, hold* immunity; magic to hit; camouflage	CE
9	Troll	4	12″	6+6	44	3	5-8/5-8/ 2-12	3 opponents at once	Regeneration; fire or acid to kill	CE
10	Umber Hulk	2	6″	8+8	47	3	3-12/3-12/2-10	*Confusion* gaze	None	CE
11	Xorn	−2	9″	7+7	42	4	1-3 (×3)/6-24	Surprise 5 in 6	Immune to cold, fire; electricity causes half or no damage; phase exit	N
12	Grell	4	12″	5	22	11	1-6/1-4 (×10)	Paralyzation	Lightning immunity	NE
13	Sons of Kyuss (2)	10	9″	4	27, 16	1	1-8	Disease, worms	Regeneration; fire, acid, holy water to kill; *fear* to 30′	CE
14	Gibbering Mouther	1	3″/6″	4+3	26	6+	1 (×6) plus 1/round	Spit, *confusion*	Controls ground density 5′ radius	N
15	Mustard Jelly	4	9″	7+14	45	1 or 2	5-20 or 2-8/2-8	Toxic gas *slows*, divides in two	Magic to hit; *magic missile* and electricity cause growth	N
16	Margoyles (2)	2	6″/12″	6	21, 36	4	1-6/1-6/2-8/2-8	80% surprise	Camouflage; magic to hit	CE
17	Giant Pedipalp	2	6″	4+4	20	3	1-8/1-8/2-8	Toxic gas, grip	None	N
18	Rock Reptiles (2)	3	6″	5+6	21, 32	1	7-10	Surprise on 1-3	Chameleon powers	N
19	Storoper	0	1″	6	30	1	1-10	6 poison strands	Immune to normal missiles	CE
20	Tunnel Worm	4	6″	9+3	40	1	2-16	+2 to hit on lunge, eats armor	None	N

NPC Party

Manstrin
7th-level fighter
Human male

AC: −1/1 (*plate mail +1*, large shield)
MV: 9″
hp: 63
S: 17
I: 9 (speaks Common, orcish, lawful-evil)
W: 9
D: 16
C: 17
Ch: 12
Co: 12
AL: Lawful-evil

Weapons: *long sword +2* (#AT 3/2), *dagger +2* (#AT 3/2 in melee only), composite short bow (#AT 2).

Other magical items: *ring of free action;* potions of *polymorph self, extra-healing;* vial of *oil of etherealness.*

Other items: gold earring in left ear (30 gp); silver charm bracelet (60 gp); silvered belt buckle (20 gp); belt pouch with 40 sp, 40 gp, 9 pp.

Manstrin is dour, says little, and is a harsh and cruel man, giving no quarter to opponents. He is intensely loyal to Kandriasin and obeys his orders without question. He will fight to the death to protect Kandriasin, but if the cleric is slain and the other NPCs are disorganized or disloyal, he will try to escape using his *oil of etherealness.* He is particularly suspicious and distrustful of Eldoriel and has a powerful dislike of elves and half-elves generally.

Dungedan Stoneheart
7th-level fighter
Mountain dwarf male

AC: 0/2 (*dwarven plate mail +1, small shield +1*)
MV: 9″
hp: 58
S: 18(27)
I: 7 (speaks Common, dwarvish, gnome, goblin, kobold, orcish, lawful-neutral)
W: 14
D: 14
C: 16
Ch: 9 (10 to dwarves)
Co: 7
AL: Lawful-neutral

Weapons: *short sword +2* (#AT 3/2), *throwing axe +1* (#AT 1).

Other magical items: potions of *invisibility* and *flying.*

Other items: belt pouches (four) with 140 gp, 61 pp, four zircons and two moonstones (50 gp each); two silver rings with spinel settings (600 gp, 400 gp); and a gold bracelet with a peridot (600 gp).

Dungedan is a mercenary, hired by Kandriasin. However, now that he knows that Law is threatened, he is eager to see the adventure through. He is intensely loyal and will not desert his colleagues under any circumstances unless betrayed. But if he is not fairly and honestly treated, he will attack with utter ferocity those who betrayed him. If such a (real or planned) betrayal can be demonstrated to him, he will certainly join any other group of predominantly lawful alignment. He has respect for Manstrin and shares the human fighter's dislike for elves and half-elves. He is slow to think and make decisions, but he is not stupid. His greatest weakness is his legendary meanness, hence his proudly adopted surname. He is not, however, bribable.

Kandriasin
7th-level cleric
Human male

AC: 0 (*plate mail +1, cloak of displacement)*
MV: 9″
hp: 38
S: 16
I: 15 (speaks Common, dwarvish, orcish, lawful-evil)
W: 16
D: 11
C: 15
Ch: 17
Co: 17
AL: Lawful-evil

Weapons: *footman's mace +2* (#AT 1), staff-sling (#AT 1/2).

Spells: *curse, darkness, detect good, resist cold, sanctuary, aid, hold person* (×2), *know alignment, silence 15′ radius, continual darkness, dispel magic, poison.*

Other magical items: *amulet of proof against detection and location;* potions of *invisibility* and *speed;* scroll of *protection from magical edged weapons;* scroll of three spells (at 12th level): *dispel magic, heal, negative plane protection.*

Other items: pouch with 30 pp, 15 gp, three bloodstones (50 gp each), and one aquamarine (500 gp); gold ring with garnet (140 gp); ivory comb (15 gp).

Kandriasin worships a deity who glorifies rulership through guile and excellence of intellect. He is adept at appearing mediocre (sometimes affecting a slight limp), but he is fast-witted and resourceful. He is highly persuasive, cultured, and urbane, emphasizing his words with graceful gestures and using his exceptional charisma to the hilt. He is a gifted tactician and always minimizes risks to himself.

Kandriasin will certainly wish to kill good-aligned PCs, by (1) attacking the PCs outright; (2) talking the PCs into taking the most dangerous actions to weaken them, then attacking; or (3) cooperating to overcome the chaotic forces, then attacking the PCs.

Kandriasin needs time to assess the PCs, time to prove to his neutral associates that the PCs should be killed, and time to plan his attack. He may even try to swing PCs who are not of good alignment to his side, although this could be risky.

Suzerean
8th-level cleric
Human female

AC: 0/1 (*chain mail +2, ring of protection +2*)
MV: 12″
hp: 46
S: 13
I: 13 (speaks Common, lawful-neutral)
W: 17
D: 15
C: 15
Ch: 13
Co: 13
AL: Lawful-neutral

Weapons: *footman's flail +2* (#AT 1), quarterstaff (#AT 1)

Spells: *bless, cure light wounds* (×3), *detect magic, aid, find traps, hold person, know alignment, silence 15′ radius, continual light, dispel magic* (×2), *prayer, divination, neutralize poison.*

Other magical items: *necklace of adaptation, staff of curing* (7 charges), potion of *levitation.*

Other items: silver neck chain with amber and peridot settings (550 gp); silver earrings with jet inlays (200 gp); small silver bracelet (45 gp); belt pouch with 27 gp, 20 sp, two small gold rings (50 gp each), and a chrysoberyl (100 gp).

Suzerean worships a deity of self-control, meditation, and inner strength. She is a disciplined and resilient woman who detests all beings of chaotic alignment. It is difficult to prevent her from attacking to kill any such chaotic beings. Her lawful ethics, however, extend only to lawfully or neutrally aligned creatures (and the latter are suspect). She feels agreements made with chaotics may be broken if desired.

Suzerean is completely indifferent to good and evil, and solely concerned with combatting the chaotic clerics and their minions. She respects Kandriasin for his excellent judgment and guilefulness, but she will do whatever maximizes the chances of overcoming chaos. She will urge joining forces with the PCs to overcome the chaotics but will be ready to join the side which is the more powerful in her view, if cooperation becomes impossible.

Eldoriel
9th-level thief
Half-elf female

AC: 1/5 (*leather armor +3*)
MV: 12″
hp: 40
S: 15 (open doors 1-2, bend bars 7%)
I: 13 (speaks Common, elvish, gnome, halfling, hobgoblin, orcish, neutral-evil)
W: 9
D: 18
C: 15
Ch: 10
Co: 16
AL: Neutral-evil

Weapons: *short sword of quickness +2* (#AT 1), short bow (#AT 2 with six *arrows +1*), four throwing daggers (#AT 2, 1 if used in melee).

Thief abilities: PP 90%, OL 77%, FT 65%, MS 80%, HS 71%, HN 30%, CW 98%, RL 45%.

Other magical items: gold ring set with pale lavender *ioun stone* which absorbs 19 spell levels of 1st-4th level spells (not worn on hand when under effects of protective/defensive spells), *ring of feather falling,* potions of *ESP* and *extra-healing.*

Other items: silver earrings with tourmalines (250 gp); silver brooch (40 gp) and belt buckle (15 gp); belt pouch with 20 sp, 30 ep, 20 gp, 20 pp; secret compartments in heels of both boots, one with two topazes (500 gp each) and one with an emerald (2,000 gp).

Eldoriel is prudent, fast-thinking, and quick-acting. She does not take unnecessary risks. She is bright, amusing in conversation, and easily bored. However, she is extremely evil and sadistic, particularly intrigued by destructive and evil magic. She trusts no one, and few people in their right minds would trust her. Eldoriel is pleasant to Xavandra, since the magic-user protects her with *invisibility* and supports her if she is caught in melee. In return, the thief refrains from stealing from Xavandra.

Eldoriel also respects Kandriasin for his sharp wits. At his urging, she will try to kill the PCs, but her own personal survival is her main concern. If things go badly in a fight, she will try to escape, surrender, or offer her own (untrustworthy) allegiance to the PCs.

Xavandra
8th-level magic-user
Human female

AC: 1/4 (*bracers of defense AC 4*)
MV: 12″
hp: 31
S: 7
I: 17 (speaks Common, elvish, drow, illithid, lawful-evil)
W: 16
D: 17
C: 15
Ch: 10
Co: 14
AL: Lawful-evil

Weapons: *dagger +2* (#AT 1, used in melee only), six *darts +1* (#AT 3).

Spells (in traveling spell book trapped with *explosive runes* on first page): *charm person, magic missile, read magic, shield, ESP, invisibility, stinking cloud, fireball, fly, suggestion, minor globe of invulnerability, wall of fire.*

Other magical items: *wand of illusion* (4 charges); *brooch of shielding* (will absorb 46 hp *magic missile* damage before cracking); *pouch of accessibility;* potion of *extra-healing.*

Other items: silver brooch with bloodstones (350 gp); silk choker with gold threading and a pearl (700 gp); silk robes (240 gp); silver signet ring (20 gp); belt pouch with 20 sp, 20 gp, and two topazes (500 gp each).

Xavandra is a seeker after power, out to gain magical rewards and experience. She admires and respects Kandriasin for his intelligence and persuasiveness, and because he understands her value as the sole magic-user in this group.

She will be happy to attack the PCs, especially if there is a magic-user among their number whose spell book she could have, but she will not agree to any attack until she has had time to assess the PCs. If they appear strong, she will be reluctant to attack. She will try to gain initial advantage over an unsuspecting PC party using her *charm* and *suggestion* spells.

Xavandra regards the fighters in her party as uncouth and does not speak with them.

Ω

(contined from page 16)

written in his books.

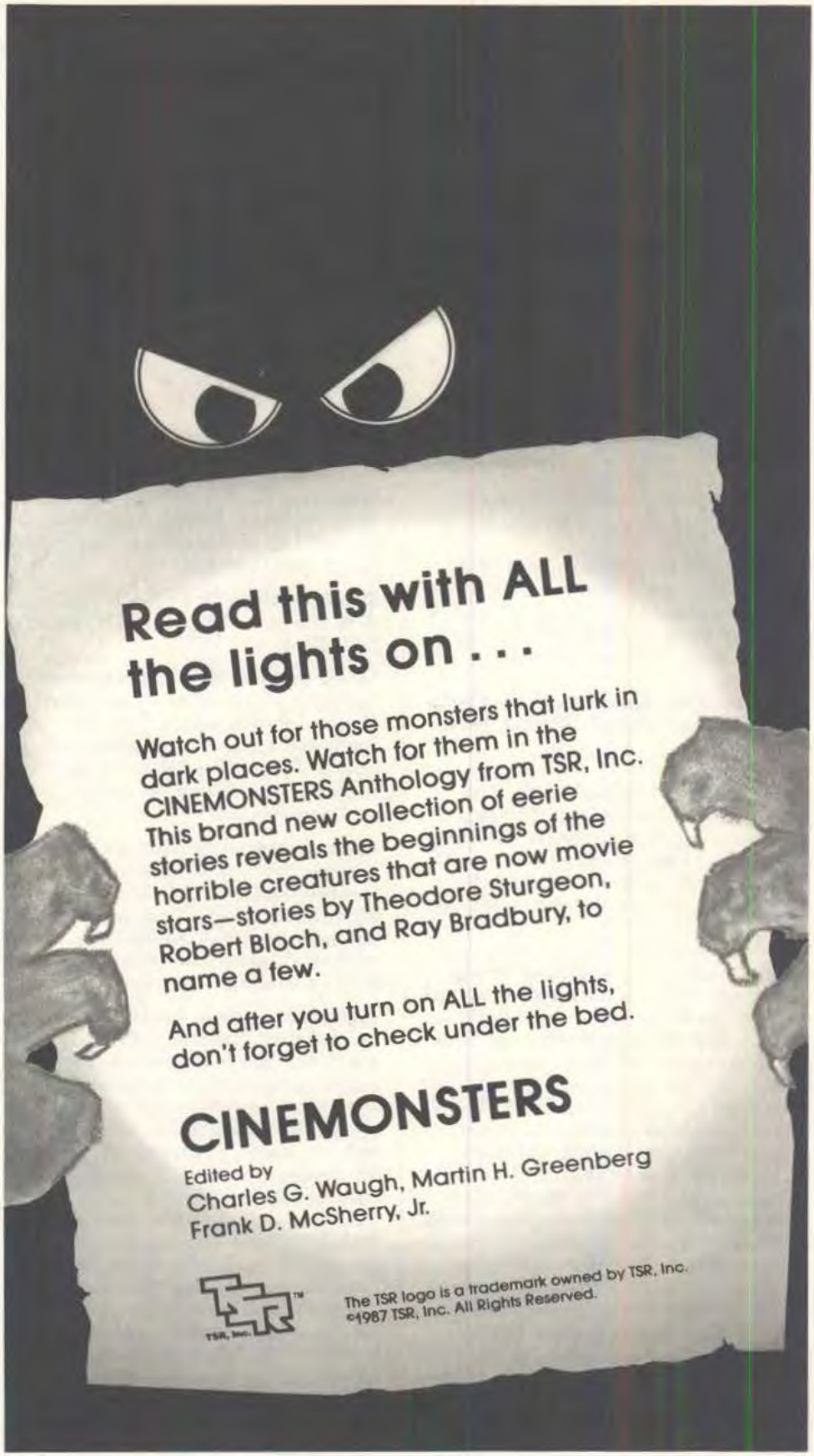
The final piece of furniture in the chamber is the large wardrobe. Inside it, PCs can find the usual pieces of extra clothing as well as hats and boots. On the floor of the wardrobe is a small iron chest. It is locked with a padlock (−15% to pick), weighs 35 lbs., and contains 350 sp and 400 gp. A false bottom in the chest can be found with a *find traps* roll. The velvet and jet garter (worth 8,700 gp) which is the object of the thieves' mission lies under this false bottom. On the inside of the garter, the name "MIRANDA" is sewn in gold thread. In letters so small that they will only be noticed on a 10% chance (or a 60% chance if a careful search is made), the name "CORRIN" is sewn below.

After they recover the garter, all that remains for the thieves to do is to escape from the house, which they must accomplish with as much stealth as was used upon entry. The DM should remember not to end the game until the PCs are safely outside of Brunt's complex and have delivered the garter to their guildmaster.

Concluding the Adventure

There are many ways in which this adventure may be run, and each DM should feel free to alter any section to fit his campaign and style. In any event, basic thieving skills should be emphasized over killing. Blundering thieves who simply plan to attack and raid the house should meet considerable opposition (as you would expect), and they most definitely would face punishment from the city and their guild, as well as from survivors of their raid, citizens' defense groups, etc. Experience points should be awarded for creativity and ingenuity, perhaps up to 100 xp per act, as the DM sees fit.

Any number of spin-off adventures may occur. Corrin will be furious to hear that the PCs turned the garter over to their guildmaster rather than to him, but he is not likely to act directly against the PCs as the situation will quickly resolve in Lady Miranda's favor (assuming the PCs were successful). Any of the above NPCs could someday figure prominently in the lives of the PCs once again — for better or worse! Ω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THE WOUNDED WORM

BY THOMAS M. KANE

Surely, a crippled dragon is less dangerous than a healthy one. . . .

Artwork by Mark Nelson
Cartography by Diesel

Thomas Kane writes: "I live in rural Maine amid pits, forests . . . and ferocious bears. Furthermore, my parents taught me at home until college, and these two factors gave me the ideas and enthusiasm to want to write. Luckily for me, some of my work has ended up in print." Thomas has written numerous articles for DRAGON® Magazine. His last module in DUNGEON™ Adventures was "Blood on the Snow" (issue #3). Look for his work in future TSR products.

The Wounded Worm is suitable for a group of 4-10 characters of 4th-8th level, with one experienced magic-user. The assistance of one or two higher-level characters (up to 12th level) might be helpful to smaller parties. A cleric with a widely known reputation would be helpful but not necessary.

The DM should have access to *Unearthed Arcana* for the full explanation of some of the spells and magical items used in this adventure. Other spells can be substituted at the DM's discretion.

Adventure Background

The PCs (particularly any well-known clerics) are contacted by letter to meet a scholar in a small wayside inn. No other information is available. When the PCs arrive at the proper address, read or paraphrase the following to the players:

> Rain beats on the windows of the little inn. Scrolls and woodcuts lie haphazardly about the gray-bearded man's second-floor room. A piece of oak etched and painted with the image of a huge red dragon hangs on the far wall. The little man you have come to see fumbles with a leather-bound book as he speaks.
>
> "Foul weather, is it not? Let us be brief. I am known as Marcus Skinscribe, a student of great worms, and I must ask your assistance with my research. I have long desired to dissect the corpse of a great drake — once it is safely dead, of course. Thus I might find the answers to many of the riddles which hereto have been known only to dragons themselves — or, indeed, to none at all."
>
> For a moment you detect something stilted in his voice, as if he had rehearsed those lines many times. "On the Sparock Peninsula, a warrior of my acquaintance has hunted

out and fought a dragon. From his description, I believe it was a specimen of *Draco conflagratio horriblis.* He sheared off the drake's wings with his mighty blade. Not only did the beast suffer this loss, but the warrior's priestly companion bore a staff which could shrivel a victim's limbs. The dragon lost his two powerful back legs to this device. However, the party was also sorely wounded, and the dragon's fiery gout routed them. The worm now lies upon its hoard, maimed and barely alive. Nonetheless, my friend and his companions refuse to return to the lair.

"Here is an opportunity for all of us. I have no interest in treasure, but I would like the corpse of such a worm. I cannot protect myself from its final breath, but you can easily kill it and take its hoard. So, let us assist one another."

Outside, the rain has stopped and a soft breeze stirs the leaves. The old man brings out a map showing the location of the peninsula. Somewhere on that bit of land lies the dragon — and its treasure.

For the Dungeon Master

Marcus Skinscribe is not the timid scholar that he appears to be. He is actually **Astain,** (AC 8; MV 12"; F5; hp 36; #AT 1; Dmg by weapon type (dagger); S 17, I 10, W 12, D 16, C 12, Ch 15; AL CG), a sailor who has been *charmed* by the very dragon he described. Astain acts out his role as a sage, but if pressed for more information, he nervously changes the subject. While pretending to be Marcus, Astain refuses to travel with the PCs.

If his *charm* is detected and removed, Astain admits that he is not a sage but a sailor who was lifted from the deck of his ship by a flying black dragon. He still maintains that there is a dismembered red dragon on the peninsula, the very one that enspelled him. In his *charmed* state, he gave the dragon his ring of *water walking.* He also remembers that the bugbears who guarded the dragon could make water breathable with "a silver baton." Being somewhat addled from his capture, he recalls little else about the dragon's lair. The woodcuts, all of red dragons, were given to him before he left the lair, to further his image as a scholar of dragonkind.

If offered a share of treasure and the return of his ring (if it is found), Astain will travel with the party. During the adventure, he is helpful; the dragon or its servants may believe him to still be *charmed,* although Astain will not think of this tactic. If betrayed or mistreated, he attempts to flee. Astain is lusty and likes to drink, becoming rash and violent when intoxicated. He could make serious trouble if the PCs take him to an inn or tavern. Also, he will attack any opponent who provokes him. Aside from this, he is a good and loyal companion.

If the PCs make inquiries along the way, they should hear rumors about the maimed dragon. What "Marcus" said is often repeated: a maimed dragon missing its wings and both back legs is spoken of by gnolls and bugbears roaming Sparock Peninsula. Also, the scorched bodies of several armed men have washed ashore nearby. Presumably, they fought the dragon and lost. A few sailors have sighted a large black dragon flying about the peninsula, leading to speculation that there may be at least two dragons residing there. Old-timers recall that a red dragon used to make the peninsula his home, but some believe he was slain by adventurers five decades ago (the adventurers were also believed slain). No further (correct) information is available.

Although Ancagaling, the red dragon, was maimed many years ago in a fight similar to that which Astain described, he is far from defenseless. The attackers were slain to the last hireling, but not without taking a dreadful toll on the marauding dragon. A cleric's *staff of withering* not only shrivelled the dragon's legs, it increased his age. The dragon's enforced immobility has enabled him to master spell-casting more effectively than other dragons, though his absence from sight led to the rumors of his death.

Ancagaling's ultimate hope is to *charm* various creatures, mustering a group powerful enough to coerce *regenerate* spells from a high-level cleric. Then, with his magic and renewed physical might, he would be almost indomitable over a vast region of the world. Therefore, Ancagaling's servants attempt to take prisoners. He has already forced Cathan, a fog giant, to serve as guard on the peninsula. The giant is supposed to bring all intruders unharmed directly to Ancagaling. It is important to play these episodes with

Peninsula Random Encounters Table

1d6	Encounter
01-05	**Cathan***
06-10	2-8 wild **firedrakes** (AC 5; MV 6"//18"; HD 4; hp 18 each; #AT 1; Dmg 2-8; SA breath weapon; AL N).
11-58	**Patrol****
59-79	**Patrol***** or 2-12 **land lampreys** (AC 7; MV 12"; HD 1+2; hp 7 each; #AT 1; Dmg 1 hp/round; SA drain blood, encumber; AL N).
80-95	2-12 **crabmen** (AC 4; MV 9"//6"; HD 3; hp 14 each; #AT 2; Dmg 1-4/1-4; AL N).
96-97	2-12 **witherstenches** (AC 7; MV 6"; HD 2+2; hp 11 each; #AT 2; Dmg 1-6/1-6; SD nauseating odor; AL N).
98-00	1-6 **thorks** (AC 3; MV 6"//6"; HD 3; hp 13 each; #AT 1; Dmg 1-6; SA breath weapon; AL N).

* See area P6 for details of Cathan and his bodyguards.
** The patrol is made up of 2-8 gnolls from area P4. Each has a spear and an aklys. The patrol is led by a flind (see area P4), who wields a flindbar as described in the FIEND FOLIO® Tome. A group of six or more gnolls has a tame firedrake (see stats for wild firedrake above). If the PCs seem too strong for the patrol, one gnoll flees to get help from areas P4, P5, and P6. If possible, the patrol tries to capture the PCs rather than kill them. When a patrol is encountered near area P1, it attempts to drive PCs into the boiling pools.
*** This patrol is identical to the one described above. It is encountered only on the paths in the forest. Elsewhere, 2-12 land lampreys appear.

care. Captivity is *not* the end of the adventure for PCs. Not only is there ample chance for escape, but the PCs may gain much important information (such as the location of Ancagaling's lair) as prisoners. It is quite possible for them to be *charmed* and escape the spell later in the adventure.

In order to protect himself in his wounded state, Ancagaling used *move earth* and *wall of stone* spells (and much manual labor from his servants) to build an underwater lair in the lee of the Sparock Peninsula. Then he researched and created a magical plant, whose roots extend through the ether to the Elemental Plane of Air. The bush thereby keeps the lair filled with a breathable atmosphere. Ancagaling now lives beneath the ocean. The dragon's old lair, in a partly flooded cave, provides an easy path to the sea floor. It may help to review the *Dungeon Masters Guide* rules for underwater adventure before playing this module.

The Sparock Peninsula

Except for several hours in the afternoon, the peninsula is shrouded in fog. A warm, sulfurous vapor seems to arise from both the sea and the land. During most of the day, vision is reduced to 30 yards by this mist. Starting at noon, the bright sun begins to clear the air for 1-4 hours.

Most of the peninsula is covered in woods dominated by poplar trees and thorny bushes. A druid, ranger, elf, or halfling is able to tell that the land there was burned over about 50 years ago but has since regrown. The peninsula has no gentle beaches; 180′-high cliffs drop sharply to the sea. PCs will probably need magic to survive a jump from the peninsula into the ocean if they do not find the cave that provides easy access to the sea floor.

Check for random encounters every hour. An encounter occurs on a roll of 1 on 1d6; use the Peninsula Random Encounters Table.

Set Peninsular Encounters

P1. Boiling Springs. The pools in this area contain boiling water and give off steam which does 1-8 hp damage per round to any creature in the water, and 1 hp damage to any creature splashed. Any object dropped into the water creates a splash that affects all creatures in a 3′ radius. Some pools are covered with a thin, solid-looking, limestone crust over the hot water. Characters who walk here have a one in six chance per round to break the crust and fall through, being burned for 1-4 hp damage. Crawling characters may avoid this chance as their weight is spread out on the crust. This is a favorite ambush spot for Cathan's gnolls. Searches of this area yield a few broken weapons and old bloodstains on the ground.

P2. Prison. This is a sturdily built log cabin. A heavy beam is used to latch the door shut. The beam requires at least 19 points of combined strength to lift from the outside. If locked, the door may not be opened from within without magic. This building is used to hold those who offend Cathan. Held prisoner inside are three **gnolls** (AC 5; MV 9″; HD 2; hp 11, 9, 8; #AT 1; Dmg by weapon type; AL CE) and two **crabmen** (AC 4; MV 9″//6″; HD 3; hp 18, 14; #AT 2; Dmg 1-4/1-4; AL N). The gnolls and crabmen hate each other but avoid fighting. The gnolls are armed with sturdy clubs made from pieces of furniture.

The gnolls are being punished for stealing food; the crabmen were caught by a patrol. If the PCs release these prisoners, the crabmen flee. The gnolls

also leave, but they report the PCs to Cathan to get in his good graces. If the PCs are imprisoned here, there is a 10% chance each hour that the gnolls will attack an individual PC, using their clubs. The crabmen ignore any such conflict. A patrol (see random encounters) brings food to these prisoners once each day.

P3. Berry Patch. A path leaves the main trail and winds among the bushes here so that berries may be harvested in the appropriate season. For every turn that PCs spend in this area, there is a 20% chance that they are attacked by a **forester's bane** (AC 4 (stalks)/7 (leaves)/9 (bush); MV nil; HD 5 (plus special); hp 23 (main plant); #AT 3-6; Dmg 2-5 each; SA trap; AL N). The leaves of this plant can sustain 10 hp damage and the stalk 24 hp. The gnolls know where the bane is and avoid it. The DM can locate the plant in the space where it is first encountered.

P4. Gnoll Barracks. This stockade is a barracks for the gnolls that serve Cathan. There are 14 **gnolls** within (AC 5; MV 9"; HD 2; hp 10 each; #AT 1; Dmg by weapon type; AL CE). They are each armed with a spear and aklys. Three **flinds** (AC 5; MV 12"; HD 2+3; hp 18, 13, 12 (×2); #AT 2; Dmg 1-4 plus disarming; AL LE) wield flindbars and rule the gnolls. The belongings of 20 gnolls and four flinds are here, but at any given time some are out on patrol. These humanoids attempt to capture the PCs alive. If in dire straits, the flind leader (18 hp) uses two of his three *beads of force* on the PCs. They are hidden in a hollow section of his flindbars. Then, he runs to area P6 for help.

The gnolls' sacks of personal items are strewn around the room. Most of their belongings are disgusting, but each gnoll has 10-1,000 cp and 1-100 sp. Each flind has a locked wooden chest with 10-40 ep and a fur cloak worth 10 gp. If the room is searched, a cleverly carved wooden dragon is found abandoned in a corner. It was recently made and is worth 1 sp. If the PCs state (without prompting by the DM) that they are examining the flindbars, they find the remaining *bead of force.*

P5. Storehouse. This building was obviously once richly furnished but now has been stripped. The walls are covered with frescoes of a mighty dragon laying waste to villages — the same dragon seen on Marcus's woodcut and in area P4. A large, ironbound chest holds only grain. Food equal to 500 portions of iron rations and 10 flasks of wine (worth 1 gp each) is stored in this building. Any PC who eats the food must roll his constitution or lower on 1d20 to avoid a mild but acute gastrointestinal disease (see the *DMG,* page 14). The PCs may also find 2-20 items from the Miscellaneous Utensils and Personal Items table on page 219 of the *DMG.*

One to four tame **firedrakes** (hp 17, 15, 14, 13; see Peninsula Random Encounters Table) are chained to the far wall. They will not attack unless molested, and they have been trained not to use their breath weapons indoors. Within the firedrakes' bedding is a wooden box covered with paintings which appear to have been done by the same artist who painted the frescoes on the walls. The box depicts a group of gnolls face-to-face with a fish. One gnoll holds a torch from which bubbles issue forth to surround the monsters. On the other side of the box, a dragon lies beneath fanciful waves. Within the box are three buds of a black herb. This material will fuel the *torch of airy water* found in area G4. Elvish runes spell out the name "Barvarius" across the bottom of the box. The firedrakes will attack any character who attempts to remove this container from the building.

P6. Fortress. This sturdy log house is much larger than the others, almost 20' high. PCs may at first believe that it is on fire, since foggy vapors leak from cracks in its walls. Two piles of boulders, or possibly catapult missiles, stand on either side of the entry. Each pile contains five rocks.

This is the home of Cathan the **fog giant** (AC 1; MV 15"; HD 14; hp 76; #AT 1; Dmg 4-24; SA hurl rocks to 240 yards for 2-20 hp; SD surprised only on 1 on 1d6; AL NE). Two **flinds** (AC 5; MV 12"; HD 2+3; hp 18 each; #AT 1; Dmg 1-6; AL LE) serve Cathan as bodyguards. Each wields a *long sword +1.* In addition, two trained **firedrakes** (hp 21, 18; see Peninsula Random Encounters Table) are within the building and assist Cathan in combat. If a major battle breaks out, one gnoll runs to area P5 to get help. In the center of the cabin's stony floor is a geothermal rift

which emits the steam.

When Ancagaling first came to the peninsula, Cathan fought the dragon and was defeated. But rather than killing Cathan, Ancagaling forced him to serve as guard for the peninsula. Now that the dragon is wounded and isolated in his underwater lair, Cathan has taken control of the area once more — but he fears Ancagaling's helpers, especially the black dragon Sinequist.

Cathan greatly desires live prisoners, since Ancagaling calls on him for tribute and he still fears to refuse this request. However, he will bargain with strong PCs, especially if he knows that they oppose Ancagaling. He may ask powerful characters to destroy the eblis lair at area P8 as a test of skill. If Cathan feels that there is any chance that the PCs could actually destroy Ancagaling, he gives them two pieces of information: He describes the torch in area G3 (but not the trap) and explains the nature of Ancagaling's underwater fortress. If Cathan or his gnolls capture a PC party, the adventurers are stripped and held at area P2 for 1-4 days. After that, they are left bound at area P9. From there, the bugbears from the geothermal cave take them to Sinequist, the black dragon who is Ancagaling's ally, then to Ancagaling himself.

The log cabin is roughly furnished. Characters who search the steam vent find a thick cord hanging down into the hole. Suspended from it is a heavy wooden chest. In the chest are 2,500 gp and six silver flasks. Two flasks hold potions of *extra-healing* (worth 100 gp each). Cathan hid these from the dragon after Ancagaling was wounded. Four similar flasks contain watered wine.

P7. Geysers. This area is bare limestone. Steaming cracks and pools of garishly colored boiling water are visible here and there. See area P1 for details of the boiling pools. Every few minutes, a steaming geyser spouts water 60′ or more in the air. Six **thorks** (hp 22, 21, 16, 15 (×2), 14; see Peninsula Random Encounters Table) live in the pools. Characters who search the stones near the edges of pools have a one in four chance per round to find a platinum piece dropped by a previous adventurer. A maximum of 30 pieces can be found. The thorks attack any character who takes these coins. Cathan's servants collect this metal, and at random spots, the greatly decayed bodies of gnolls may be found. Their corpses have been looted.

P8. Eblis Lair. This is a chaotic area of pale stone. A few steam vents are visible, but the area is dominated by irregular boulders, depressions, ravines, and partially concealed pools. These puddles are quite warm, but not hot enough to cause damage. The jagged terrain is confusing, and anyone who attempts to hide gains a +2 on attempts to surprise. Characters who walk along the edge of the cliff (above the water) have a 30% chance per turn of being attacked by kelpies (see encounter U6).

Nine **eblis** nest here (AC 3; MV 12″/12″; HD 4+4; hp 27 each; #AT 4; Dmg 1-4 (×4); SA limited spell use; SD limited immunity to fire; AL NE). Their illusionist leader has these spells: *spook* (×2), *hypnotic pattern* (×2), *blur, hypnotism,* and *whispering wind* — each usable once per day at 3rd-level ability.

The eblis were brought to the peninsula by Ancagaling and are loyal to the dragon. They are angry at Cathan for neglecting Ancagaling and have killed several gnolls. The eblis will try to ambush any PCs in the area. If they capture PCs alive, they send for the bugbears from the geothermal cave to take the prisoners to Ancagaling.

Each of the five eblis nests contains 1 pp and 1-10 cp. PCs have only a 10% chance per nest to discover these lairs. Each nest has a 30% chance of holding an egg.

P9. Entry to the Geothermal Cavern. The cliffs here are bare limestone with many depressions. Some of these hollows are filled with water, but none are hot. A wooden building stands almost at the edge of the cliff. Illegible traces of elaborate murals still decorate its walls. Characters who enter the building find that the inside is also painted and has been better preserved. The drawings are of a red dragon perched on piles of treasure. A human hand dangles from the monster's maw. Fanciful waves appear above the dragon. All the drawings appear to be by the same artist as Marcus's woodcut and the box from area P5. The mural is signed "Barvarius."

In the center of the hut is a 5′-wide circular hole. Warm, humid, sulfurous air rises from it, obscuring the bottom of the hole. Aside from the hole and the mural, the building is bare. This is the entrance to the geothermal cave. There is a 10% chance per turn that the bugbears from area G2 climb out of the hole while fleeing a minor tidal flood. A narrow, rough staircase carved from living stone circles the hole, descending 10′ into the earth to area G1.

The Geothermal Cave

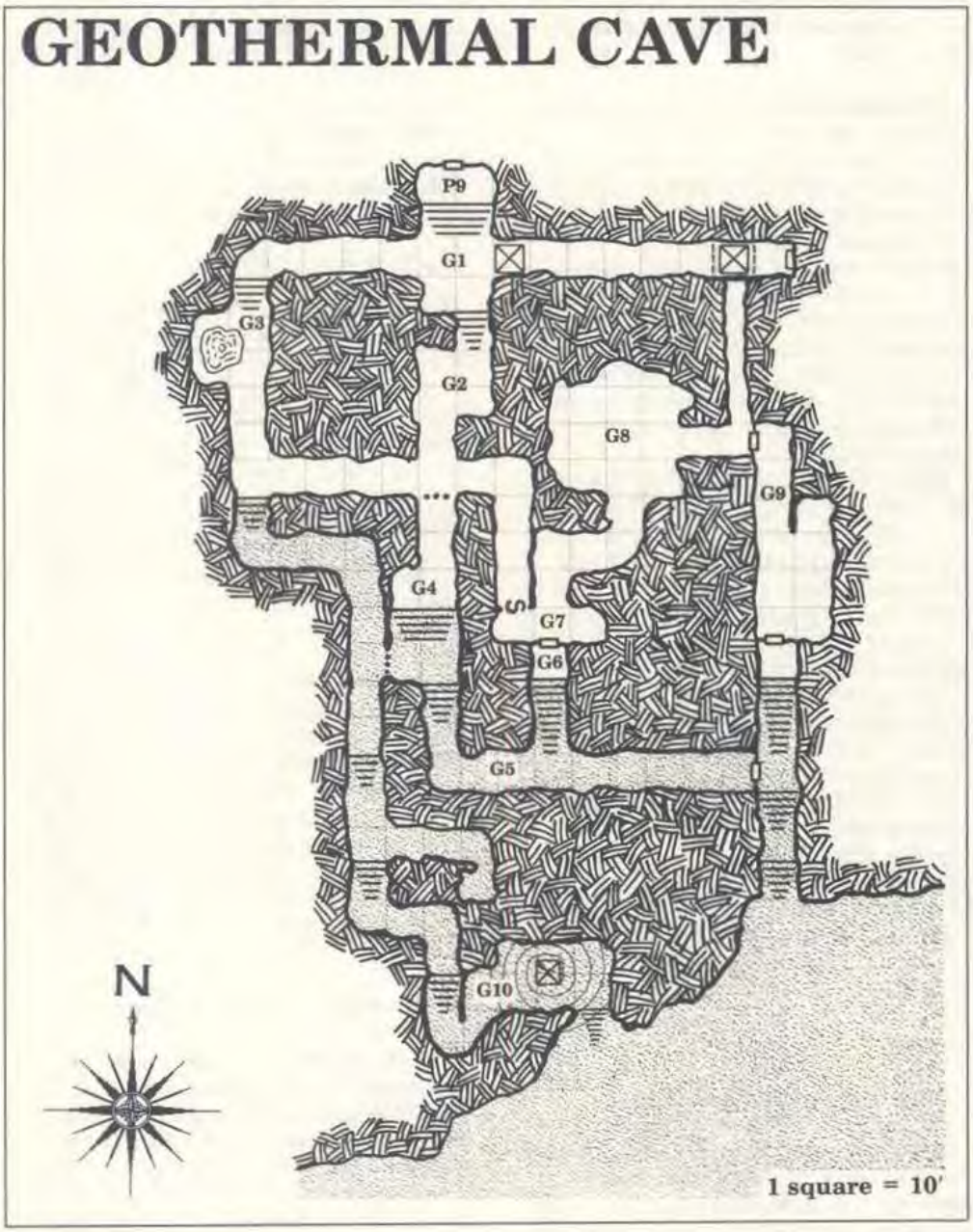
This is a natural cave, created by the hot springs in the limestone. Ancagaling once had a lair here, but since he was wounded, he has abandoned this cave as unsafe. This is, however, the most efficient way to reach the dragon's underwater lair and avoid a long drop down the peninsula's high cliffs. Random encounters do not occur in the geothermal cave. Most creatures in the cave tend to stay in areas that are protected from flooding.

These caves open into the ocean, and some areas are always underwater. Every hour, there is a one in six chance that the hot spring eruptions within the cave coincide with the tidal conditions, causing the entire cave system to flood. Such a flood swamps the cave 5′-10′ above the normal water line. The flood rushes in rapidly and remains for 1-4 hours. Each staircase is 10′ high, and certain areas will never flood because they are protected by special doors.

Geothermal Cave Encounters

G1. Entry Hall. This corridor is damp and appears to be uninhabited save for the evidence of the rough-hewn staircases. Characters who venture to the east pass over two areas of weak crust (treat as pit traps). The eastern trap drops PCs 30′ down a natural chute to the corridor outside area G8, doing 2-12 hp damage. The western trap drops them in to a very warm pool of 10′-deep water. No damage is taken, but characters who are wearing normal armor or heavy backpacks may drown. A mineral crust forms on any item which is submerged in this pool for more than one segment. One round of cleaning removes this crust. The crust will bind weapons into scabbards, seal pouch openings, etc. These items can be freed in one round, but this may be troublesome, especially if the characters are unaware of the crust.

GEOTHERMAL CAVE



G2. Bugbear Guards. Six **bugbears** (AC 5; MV 9"; HD 3+1; hp 21 (×2), 20, 18, 16, 10; #AT 1; Dmg 2-8 or by weapon type; SA surprise on 1-3; AL CE) stand guard here. They serve Ancagaling and try to capture any strangers who enter their lair. Each wields a man catcher, but if an enemy seems too strong to capture, they attack to kill with their battle axes. Each bugbear carries a pouch containing 10-40 sp and a painted carving of a dragon (worth 1 sp). These carvings appear similar to the one in building P14 on the peninsula.

G3. Geyser. The large pool in the floor of this room gives off a terrible stench. There is a one in six chance per round that a steam geyser erupts from the pool, doing 1-4 hp damage to all in the room. An eruption is preceded by one segment of steaming and hissing.

G4. Torch Room. Fanciful waves have been painted around the first 10' of this room. Beneath the waves is drawn a well-muscled red dragon. The work was apparently done by the same artist who decorated other areas of the peninsula. A blackened metal torch hung with two leather drawstring bags is affixed to the west wall. Closer examination shows that the torch is made of pure silver, but it is tarnished and salt-encrusted. Each leather bag contains a smelly plant bud. The southern 20' of the room appear to be a warm, salty pool. This area actually leads to more of the complex that has been flooded by seawater.

A careful examination of the west wall reveals a 3' × 3' crack around the torch. A peg in the wall fits neatly into the side of the torch. The torch can be detached from the peg with one round of work. If the torch is merely taken, the peg comes away from the wall with it, releasing a catch in the secret portal, which falls out (doing 2-8 hp damage to anyone standing under it) and opens a stone pipe leading up to an underground pool of boiling mineral water. Anyone standing in the room is blasted by the broad water jet for 2-8 hp per round for 6-36 rounds, until the boiling pool above the room is emptied. Only flight down the corridor toward area G2 is useful in escaping the jet. Anyone standing next to the stairs leading down into the water toward G5 must save vs. dexterity on 1d20 or be swept into the water; hot-water damage is then reduced by half, but drowning may occur. No matter how much water pours into this room, the water level does not rise because the water below connects directly to the sea at area G10.

If a bud from the leather bags is placed in the torch and ignited, a smelly gust comes forth. This gas is breathable and contains enough oxygen to support combustion, even underwater. The device (a *torch of airy water*) may be used to create an effect similar to an *airy water* spell with a 30' radius, lighting the same area. Each bud provides enough breathable air to support 10 human-sized creatures for one hour or one such creature for 10 hours of underwater activity. A normal torch or oil flask requires as much of this air as a breathing person. Magical fire uses one hour of air for every 5 hp damage done. The torch itself is worth 5,000 gp. If it is sold with the buds, an additional 500 gp for each bud should be added to the price. The buds are worthless without the torch, and the torch encumbers a character with 25 lbs. (250 gp) of weight. If the torch and buds are taken and used, 400 xp are gained (the torch is magical in nature).

This torch was made by Ancagaling for his servants, so any servant of the dragon recognizes the torch. If it is

stolen, these creatures make every attempt to regain it and punish the thieves. Cathan is aware of the torch, but his gnolls can only have guessed it exists from scraps of overheard conversations. The fog giant will be rather impressed by any PCs that gain this item, and he will certainly try to recruit them in a bid against Ancagaling. Cathan himself cannot use the torch because of his large size and high oxygen requirements.

G5. Mudpot. The water here is extremely murky and very warm. Characters cannot see farther than 5′. During the first round spent in this area, random party members see gleaming eyes, scaly appendages, and similar unwelcome sights which rapidly disappear into the murky water. A **saltwater marine troll** (AC 2; MV 3″//12″; HD 6+12; hp 32; #AT 3; Dmg 1-4/1-4/9-16; SD regeneration; AL CE) lives underwater in this room and attacks all intruders. The floating silt restricts vision, reducing all "to hit" rolls by 2. Gnawed bones litter the floor of this area. A search lasting one turn reveals a human arm bone wearing a bracelet of braided gold (worth 50 gp).

G6. Flood Barrier. The door at the top of these stairs is molded into the wall. It acts as a valve, preventing certain areas of the geothermal cave from flooding. If the water level rises this far, from tides or other causes, pressure on the south side of the door will be greater than on the north, jamming the door unless 40 combined strength points and one round are used to open it. At other times, the door opens to the south easily.

G7. Guard Chambers. The two side guard rooms are each the post of five **bugbears** (hp 19 each; see area G2 for statistics), armed with man catchers and bastard swords. Each wears an embossed leather cap worth 10 sp and carries a belt pouch containing 50 sp.

The bugbears try to capture intruders alive and hand them over to Sinequist, Ancagaling's black dragon ally, in area G8. A secret door made from a loose bit of rock which slides on a track blocks the corridor leading north and west.

G8. Black Dragon's Lair. This is the lair of Sinequist, an average adult **black dragon** (AC 3; MV 12″/24″; HD 7; hp 35; #AT 3; Dmg 1-4/1-4/3-18; SA breath weapon, *fear* aura at +5 on attacking (60′ radius); SD 60′ infravision, *detect hidden/invisible objects* within 50 yards, save as 9-HD monster; attackers receive +1 to hit if using earth- or water-based attacks; AL CE). He is a loyal ally of Ancagaling, and he manages affairs above the ocean. Both dragons are members of the same "circle," a loosely organized dragon fraternity devoted to Tiamat. Sinequist cannot use any spells, but he can speak the common tongue.

Five empty cages hang from the ceiling of the cavern. If the PCs are brought here as captives, they are imprisoned in these cages for 2-24 hours. After that time, Sinequist orders the bugbears from area G2 to take them to Ancagaling's lair (breathing underwater thanks to the spells of a captured magic-user in area G9). If any combat takes place here, the bugbears from area G7 come to Sinequist's aid.

This room's floor is soft and muddy. The slimy earth is liberally mixed with Sinequist's bed of treasure. Due to the mud, his 526 gp and 243 pp are indistinguishable from the 20,194 cp that litter the floor. It requires 28 man-hours of work to clean and sort all the coins. A mass of muddy coins is transported at three times its normal encumbrance. Sinequist has lined his nest with 10 rich fur robes. These are filthy and so mauled as to be worth but 5 gp each. The black dragon also has a *wand of steam and vapor* which he uses in combat. It has 83 charges when the PCs first encounter the dragon. The command word is a spluttering and hissing noise made in the throat. A pouch with five buds for the *torch of airy water* (see area G4) is buried in Sinequist's heap of treasure.

Sinequist's lair is rather treasure poor right now as he has been serving so often as a sentry and helper to Ancagaling. However, he knows that he will gain tremendous riches if the red dragon is healed and allowed to rampage across the world, so he works for the day when his "sacrifices" will pay off in infinite wealth.

G9. Barvarius's Hallway. The magic-user and artist **Barvarius** is kept here in semi-imprisonment (AC 6; MV 12″; MU 10; hp 36; AT 1; Dmg by spell or weapon type; S 15, I 16, W 12, D 18,

C 15, Ch 14, Co 16; AL CE). He is a tall, dark, bearded man who came to the peninsula in hopes of robbing Ancagaling. When the dragon's servants captured Barvarius, he was so terrified that he pledged service to the beast. Although he officially serves Sinequist and Ancagaling, the magic-user will not attack the PCs without provocation, although he will betray the party if it serves his interests. Barvarius is basically a coward and is terrified of fleeing without his major spell book, which have been confiscated. Who wants to run from a dragon?

Barvarius constantly complains of his poor treatment by the dragons. Ancagaling and Sinequist put up with him because they have found him to be quite useful. He is not only a spell-caster but the excellent painter and woodcarver whose work adorns many of Ancagaling's buildings (as Barvarius is only too glad to point out). The mage-artist feels that the paintings demonstrate Ancagaling's unbearable vanity. Every feat of the dragon's strength and every magical item he constructs must be immortalized in picture. However, the dragon does not allow depictions that show his maimed condition. Barvarius has often been to Ancagaling's underwater lair and can guide PCs to it. He will try to convince the PCs to escort him there so that he can regain his spell book (now in area L3 of Ancagaling's lair).

Barvarius is only allowed to use his spell book when it suits Ancagaling's purposes. He is allowed to memorize some spells so that he can help the dragons' research and defend Sinequist's lair. When the PCs encounter him, Barvarius has memorized the following cantrips and spells: *clean, hide, palm, present, identify, read magic, sleep, preserve, ray of enfeeblement, web* (×2), *water breathing* (×3), *stoneskin* (×2), and *airy water* (×2). Any spells which Barvarius uses against the PCs can be relearned on the following day if he survives the encounter.

Although he is less than conscientious about it, Barvarius is supposed to capture intruders in the geothermal cave. To protect the magic-user from enemies while he casts spells, he is allowed to keep five armored **guard dogs** (AC 6; MV 12″; HD 2+2; hp 16, 14, 12, 11, 10; #AT 1; Dmg 2-8; AL N). These creatures attack the PCs only if Barvarius so orders them or if the PCs enter when Barvarius is not present. Bugbear servants of the dragons gather food for the dogs and dispose of their wastes. Barvarius has no money, but he has tools and paints that are worth 100 gp to an artist or carver. His simple bed and other minor furnishings are also present. Barvarius is not a neat housekeeper as he is depressed over his captivity. He has not been *charmed* as his high intelligence allows him to cast off the spell's effects too quickly; besides, Sinequist can read the magic-user's moods well enough and has little fear that he will work against the dragons at present.

G10. Morkoth's Lair. This area is the lair of a **morkoth** (AC 3; MV 18″; HD 7; hp 39; #AT 1; Dmg 1-10; SA hypnosis, charm; SD spell reflection; AL CE). The morkoth's hypnotic pattern centers on an open pit which is 30′ deep. Since this area is underwater, no damage is taken for falling into the pit. The morkoth is neither a friend nor an enemy of Ancagaling; he has merely found that living in the geothermal caves allows him to obtain victims with ease. Sinequist considers any plan to drive the morkoth away too dangerous. Besides, the creature makes a good guard.

The morkoth does not always eat his victims immediately, so the area is favored by lampreys that drain blood from hypnotized captives. Some of these eels have attained giant size. There are 10 **normal lampreys** in this lair when the PCs arrive (AC 7; MV 12″); HD 1+2; hp 7 each; #AT 1; Dmg 1-2; SA drain blood; AL N). Two **giant lampreys** are also present (AC 6; MV 9″; HD 5; hp 23, 21; #AT 1; Dmg 1-6; SA drain blood; AL N). All the lampreys attack any warm-blooded creature.

The muddy floor of the lair hides a packet holding a bud that will burn in the *torch of airy water* (from area G4). No other treasure is here except for a rotting sack from which spill 10 pp. A staircase leads down to the sea floor.

The Undersea World

Ancagaling's lair is located on the sea bed approximately 720 yards from the geothermal cave. The water is roughly 40′ deep in the area around the peninsula, and masses of seaweed dominate some areas of the sea floor. In these areas, PCs are able to see only 5′ ahead. Each turn, there is a one in eight chance that a PC becomes entangled in the weeds for 1-8 turns.

Normal sighting distance in broad daylight is 60′. During twilight or stormy conditions on the surface, sighting distance drops to 30′. Visibility is zero during nighttime without a light source, which the *torch of airy water* provides within a 30′ radius.

There is a one in six chance of a random encounter every hour the PCs are underwater. Roll percentile dice (d100) and consult the Undersea Random Encounters Table, using statistics from the various monster handbooks for the AD&D® game.

Undersea Random Encounters Table

d100	Encounter
01-10	Red urchin (1-4)
11-20	Lampreys (2-20)
21-25	Lamprey, giant (1-4)
26-30	Bunyip (1)
31-32	Whale, killer (1)
33-43	Spider, water (1-6)
44-50	Portuguese man-o-war (1-6)
51-60	Seawolf (1-8 lesser plus 1 greater
61-64	Shark (1-6)
65	Bugbear (2-8) (using Barvarius's *water breathing* spells; see area G8)
66-70	Eel, giant (1-4)
71-72	Marine troll (from U4)
73-83	Crab, giant (1-6)
84-88	Manta ray (1-2)
89-90	Sting ray (1-10)
91-00	Bubble, 10′ diameter*

* The gas in Ancagaling's lair is slightly heavier than normal air and sometimes drifts for some distance underwater before dissolving. When this encounter occurs, the PCs see a bubble coming toward them from the direction of area U3.

Set Undersea Encounters

U1. Seaweed Bed. This area is inhabited by six **strangle weeds** (AC 6; MV nil; HD 4; hp 22, 20, 18, 15, 11; #AT 1; Dmg special; SA constriction; AL N). Any PCs that enter this hex are attacked by the strangle weeds. PCs in the kelp have a 40% chance of finding a bugbear skeleton of unusual size that still wears an agate and silver waist chain (worth 100 gp). Hooked to this belt is a box containing one bud for the *torch of airy water* (from area G4).

Ancagaling's servants (but not Barvarius) know a special path through the seaweed bed that avoids the strangle weeds.

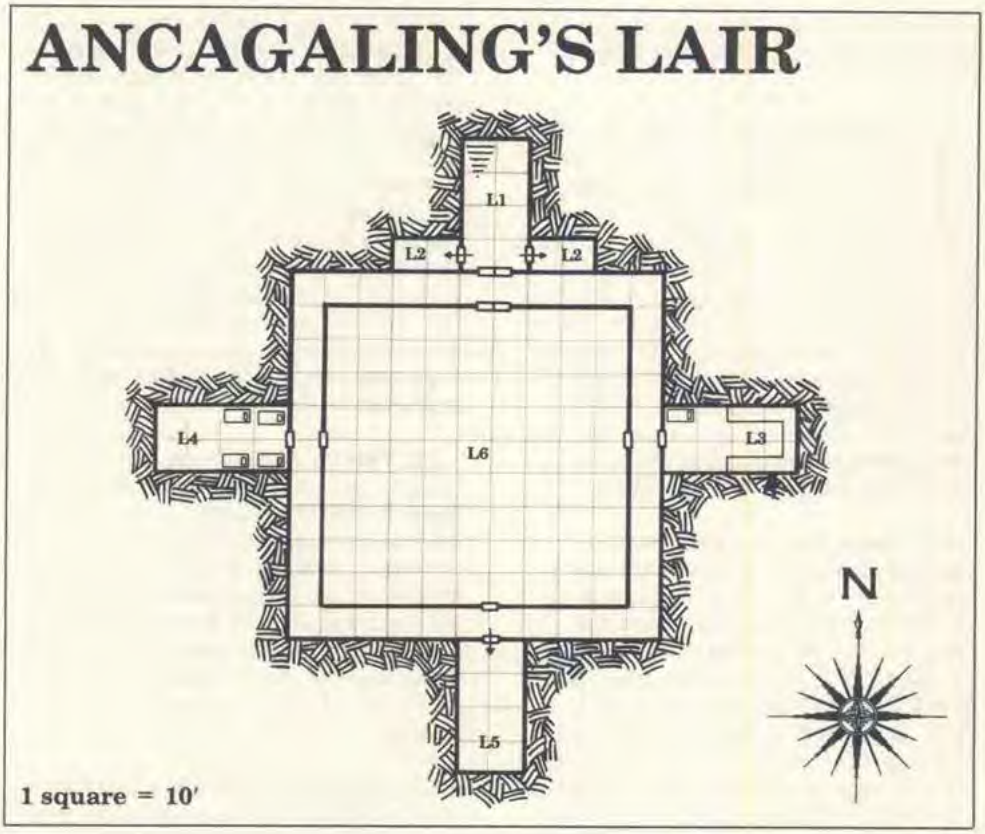
U2. Sunken Ship. The gutted wreck of a merchant ship lies here on the ocean floor. It is upside down, with the torn sail and broken rigging obscuring the inside. The hull is 25′ wide and 80′ long. If the PCs have an underwater light source, they can see the gleam of gold from inside the ship. It takes one round for a character to pick his way in or out of the ship. Amid the destroyed rigging are four **floating eyes** (AC 9; MV 30″; HD ½; hp 3 each; #AT nil; SA hypnotism; AL N) which go after the PCs as they pick their way into the ship.

There is indeed a heap of gold-colored coins inside. On it sits a **giant octopus** (AC 7; MV 3″//12″; HD 8; hp 45; #AT 7; Dmg 1-4 (×6)/2-12; SA constriction; SD ink cloud, camouflage; AL N) which immediately attacks the PCs. At first sight, about 40,000 gp appear to be in the pile, but they are only copper coins under the effect of a *permanent illusion*, cast by an unknown person or being. Anyone caught by the floating eyes has a 30% chance per round to be noticed and captured by the giant octopus.

If Barvarius is with the party, he can warn the PCs about the dangers of the ship, as he has come this way many times when summoned by Ancagaling.

U3. Ancagaling's Lair. A shimmering bubble rises from a 10′-wide gaping hole in the center of a large cone of mud. Every round, an air bubble lifts from the hole and floats upward. The hole opens into area L1 on the map of Ancagaling's lair. If the PCs stay in the area for more than one turn, they are attacked by 12 **mud-men** (AC 10; MV 3″; HD 2; hp 15 each; #AT 1; Dmg nil; SD magical weapon to hit, limited spell immunity; AL N). These creatures form more slowly than usual and may not hurl mud underwater. However, in this environment, the mud-men slow a victim by 8″ speed when they hurl themselves on a character. Ancagaling's servants (including Barvarius) know to hurry into the lair to avoid these creatures.

Anyone watching this area for some time notes the presence of many footprints in the silt on the ocean floor, though most have been filled in and worn away. The giant air bubbles which periodically form and float away do not move quickly upward; sometimes they lazily bump along the ocean bottom before rising, as if the gas within them was heavy and thick.



U4. Troll Hovel. The coral reef is strewn with seaweed here. This slimy mass is the home of a female **aquatic ogre** (AC 4; MV 6″//12″; HD 4+4; hp 21; #AT 3 or 1; Dmg 1-6/1-6/2-8 or by weapon type; SA swimming charge gives +1 to hit, surprise 4 in 6; SD camouflage; AL CE) and her four adopted "sons," **saltwater marine trolls** which she raised and fed until they became completely loyal to her (AC 2; MV 3″//12″; HD 6+12; hp 45, 39, 30, 24; #AT 3; Dmg 1-4/1-4/9-16; SA attack three different opponents in one round; SD regeneration; AL CE). Each has a 40% chance of being "home" when the PCs arrive; others arrive 3-30 rounds later in a group.

If the party is within the sphere of an *airy water* spell (making slashing weapons useful), the ogre attacks with her *sword of sharpness* (see below). The ogre and the trolls are not servants of Ancagaling, but they do cooperate with him, sending him any characters who surrender. PCs who can communicate with these creatures may be able to bribe them, but the party will probably have to fight.

Characters who enter the seaweed find a large, open hovel has been constructed under the kelp. It is furnished rather nicely, with seashells hung on the walls, a coral table, and (if the ogre is not at home) a sword hanging on one wall. This blade is the *sword of sharpness* that maimed Ancagaling. The blade was given to the trolls by the red dragon to insure their loyalty. Strung on the walls are 2,000 shells, each worth 1 sp. Because of their sharp edges and fragility, these shells have an encumbrance of 2 gp each.

U5. Giant Marine Spiders. The water in these areas is noticeably warmer than the surrounding ocean. Characters who search find small vents in the ocean floor from which heated water flows. If PCs remain in a U5 hex for more than one turn, they are attacked by 1-6 **giant marine spiders** (AC 4; MV 15″; HD 7+7; hp 40 each;

#AT 1; Dmg 3-12; SA poison; AL N) that build their bubble nests near these ducts.

U6. Kelpie Lair. Three **kelpies** (AC 3; MV 9"//12"; HD 5; hp 25 (×2), 19; #AT nil; Dmg nil; SA *charm* and drowning; SD fire attacks do half or no damage; AL NE) make their lair here. They are not aligned with Ancagaling, but they attempt to break up any underwater party by *charming* members. If they cannot drown anyone, they try to drive the PCs into hexes inhabited by giant marine spiders (see area U5). The kelpies may also attack parties on the cliff above (see area P8). Amid the kelp, is a sack containing 500 sp and 25 pp.

U7. Underwater Graveyard. Corpses and bones protrude from the silt of this ghastly area. Ancagaling's servants, both above and below the water, throw unwanted corpses into the sea here. Thirteen **lacedon ghouls** (AC 6; MV 9"; HD 2; hp 10 each; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD immune to *sleep* and *charm* spells; AL CE) attempt to corner living beings and devour them. Many of the partially buried bodies are also undead. The PCs might be attacked by 1-4 **ghoul arms** (AC 5; MV nil; HD ½; hp 4 each; #AT 1; Dmg 1-3 plus paralyzation) which protrude from the sea floor. A blow doing 4 hp damage or more severs one of these arms. The arms belong to partially animated lacedons, which will not arise to attack the PCs.

Ancagaling's Lair

Anyone looking down into the muddy cone forming the entrance of Ancagaling's lair notes a series of stairs which descend 10' into a large, open, airy chamber below. Movement into and out of the airy membrane at the top of the cone is effortless and does not cause the "seal" to be broken, as Ancagaling has enchanted the entrance with a variant *airy water* spell. Air does escape from the lair as the plant constantly produces more air all the time. Because the air created is especially thick, it has a strange and undefinable smell and feel to it which only those who have visited the Elemental Plane of Air can recognize as atmosphere native to that plane.

L1. Entrance. This area is guarded by six **bugbears** (AC 5; MV 9"; HD 3+1; hp 17 each; #AT 1; Dmg 2-8 or by weapon type; SA surprise on 1-3; AL CE). Each has a man catcher, a battle axe, and three darts. They attempt to capture the PCs but not kill them. The ocean is clearly visible above this room, and here the lair may be exited or entered at will. The door in the south wall may be locked from either side. If the bugbears are forced to flee, they lock the door to keep PCs from entering the lair. The door latch requires 38 combined strength points to break, or a thief may try to pick the lock with normal chances to do so.

L2. Prison. These areas are used as traps or prison cells. The doors may be opened from the outside but cannot be opened from within. Fifty points of combined strength will break one of these doors, but there are no apertures for lockpicks. The PCs are held here if they are brought to Ancagaling as prisoners and his *charm* spells fail. Ancagaling has no NPC prisoners here at this time.

L3. Library. This room is lined with wooden book shelves. An old man lives here, and his personal effects are scattered about the room. He is the real **Marcus Skinscribe** (AC 10; MV 12"; NPC sage (HD 8d4); hp 17; #AT 1; Dmg by weapon type; S 7, I 18, W 16, D 12, C 11, Ch 12, Co 10; AL CN), who actually sought out the red dragon to offer his services. The sage's major fields of study are fauna and the supernatural, and he specializes in dweomercraft and dragonkind. He doesn't know about the other "Marcus Skinscribe." Marcus will not do anything he feels is against Ancagaling's wishes. Otherwise, he ignores the PCs. The sage tends to get quite excited about things that interest him (like dragons). His primary function is reading aloud to Ancagaling, which he enjoys. If the PCs attempt to steal any books, Marcus runs to get the bugbears in area L1. He doesn't like humans or humanoids, but puts up with them for Ancagaling's sake. Marcus carries a dagger in his belt but uses it only to eat with. Because the sage is so loyal to dragons in general, Ancagaling does not bother to *charm* him.

Spell books, scrolls, tomes of ancient lore, and metal plates of inscribed text are scattered throughout the room. At first glance, the books appear to be priceless. However, the library is infested with **bookworms** (AC 2, 9 if motionless; MV 12"(3"); HD ¼; hp 2; #AT nil; Dmg nil; SA eats paper; SD camouflage; AL N), and most of the works are ruined. Any written matter brought into this room has an 80% chance of being attacked by 1-6 worms. Any book the PCs examine has a 90% chance of having been eaten.

Ten books of lore are still useful but indistinguishable from the others. Each is worth 20 gp to a sage, or 10 gp to a magic-user or alchemist. Four inscribed bronze plates, each weighing 50 lbs., may be treated as spell scrolls. The plates bear the spells *web, identify, armor,* and *grease.* Hidden behind one bookcase is Barvarius's spell book, which may be found after three turns of searching. It is sprinkled with lye to discourage bookworms, and any character who handles it with wet skin takes 1 hp damage. This tome is protected by *secret page* spells, making it appear to be a collection of bad poetry. The book is also trapped with *explosive runes.* This book contains all the spells that Barvarius can cast (see area G9) plus *write, dispel magic, explosive runes, ice storm,* and *secret page.* Several other spells (like *charm monster*) have been ripped from the book by Ancagaling, and Barvarius may accuse the PCs of doing this. Barvarius will use any means necessary to recover his book and escape.

L4. Barracks/Storeroom. Two **bugbears** (AC 5; MV 9"; HD 3+1; hp 16, 15; #AT 1; Dmg 2-8 or by weapon type; SA surprise on 1-3; AL CE) guard this room. They each wield a halberd and a broad sword. The bugbears try to capture intruders for Ancagaling but will kill them if necessary.

The personal belongings of all the bugbears in the lair are kept in this room; PCs can find a total of 50 sp per bugbear present (400 sp total). This area is also a storeroom. Salted carcasses of many creatures (mostly cattle, deer, and pigs, but a few still-clothed humans as well) lie about the area, ready for eating. PCs can garner enough food for 100 people to eat in one month if they can carry it. Magic may be detected on this meat, as much of it is under the effects of a *preserve* spell. One of the human corpses wears an iron holy symbol; in a side pocket is a scrap of paper with the word "Narone" written on it. This is the command word for the *staff of withering* found among Ancagaling's treasures in

his lair (room L6). The cleric was the son of the one who *withered* the dragon's legs; his quest to find his father obviously failed.

L5. Ethereal Trap. This room is shut with a one-way door like the one in area L2. Each turn, there is a 30% chance that a random minor creature from the Ethereal Random Encounter Table (*Monster Manual II*, page 138) will appear; no monster with more than 8 HD will show up. These monsters vanish again after 1-10 rounds. The magical plant which fills the lair with breathable air attracts these creatures. Rather than constantly repel them, Ancagaling developed spells to divert them into this area. If intruders are trapped here, so much the better.

L6. Ancagaling's Dwelling. Ancagaling is stretched out full length on his hoard and dominates the room. His wings and hind legs have been destroyed, and the rest of his body is covered with scars. He looks almost pitiful — but he is not. As soon as the PCs arrive, he weaves his agile foreclaws in the air to cast spells, beginning with *eyebite*. Ancagaling attempts to control the party and uses *suggestions* to deter PCs from attacking him. He can use his breath weapon normally, if he must, and is allowed to decide when to breathe and when to attack otherwise as the DM desires, without use of a die roll.

Ancagaling is a huge, ancient **red dragon** (AC −1; MV 9″//24″; HD 11; hp 88; #AT 3; Dmg 1-8/1-8/3-30; SA breath weapon, spell use, *fear* aura upon attacking (60′ radius); SD 60′ infravision, *detect hidden/invisible objects* within 80 yards, save as 22-HD monster, immune to subdual attacks, attackers receive −1 to hit if using air- or fire-based attacks, -1 hp/HD damage taken from air- or fire-based attacks; +1 to be hit by water- or earth-based attacks, +1 hp/HD taken from water- or earth-based attacks; AL CE).

Ancagaling has the spell powers of a 16th-level magic-user, as his studies and magical experimentation have gifted him with superior abilities in this area. His spells are: *charm person* (×2), *detect magic, read magic, write, deeppockets, forget, invisibility, scare, wizard lock, hold person, protection from normal missiles, suggestion* (×3), *charm monster* (×4), *fear, airy water, fabricate, feeblemind, hold monster, telekinesis, enchant an item, eyebite* (×2), *limited wish, truename,* and *mass charm.* He understands *dig, preserve, wall of stone, move earth,* and *permanency,* but does not have these memorized when the PCs encounter him. Ancagaling can memorize spells selectively, like a human magic-user using a spell book; his own spell books, written on thick parchment and bound by heavy metal covers, lie under his treasure "bed." Ancagaling is also very knowledgeable on the subject of crafting magical items, but unless it directly benefits the DM's campaign (and Ancagaling), he should not give the PCs any such lore.

A character who falls into Ancagaling's power suffers a fate rolled on the Captured PC Events Table. Most *charmed* characters are summoned back periodically so that the dragon may renew the spell. Roll percentile dice (d100) to discover how each PC is affected by Ancagaling's spells.

The dragon's hoard contains 27,000 cp; 744 sp, 575 ep, 1,120 gp, 326 pp, and the seaman Astain's *ring of water walking.* Ancagaling has a huge leather flask containing a *potion of extra-healing,* which he will bite, chew, and swallow if he needs it. Also in the pile is an elderwood *staff of withering* with 10 charges left. The staff's command word is "Narone." Near the center of the pile is a mother-of-pearl-encrusted scabbard. From this scabbard hangs a gold chain attached to a merman figurine made of solid pearl with silver decorations, emerald eyes, and a ruby-encrusted tail (worth 4,000 gp). The sword that this scabbard held is now in area U4.

Also within the pile are a few magical items which Ancagaling may use in his defense if attacked. A *cube of frost resistance, eversmoking bottle, net of entrapment,* and a *spear +5* are present beneath the treasure, within easy grasp should the dragon need them in a pinch. Note that Ancagaling can easily see through the smoke from the *eversmoking bottle* due to his incredible senses.

Ancagaling's lair is filled with air by a black, leafy plant in the southwest corner of the room. This odd plant grows out of a brazier of hot coals and requires no maintenance. Each month, it produces one bud (useful in the torch of *airy water,* see area G4). Because it was brought to life through Ancagaling's magic, it will perish shortly after his death. The air from these plants supports all air-breathing life in the undersea lair.

Concluding the Adventure

About one hour after Ancagaling's death, the plant which fills his lair with air shrivels and dies, but the PCs are able to recover 2-16 buds from it. After 5-8 hours, the air in the lair will have bubbled out, to be replaced with sea water. Sinequist and Cathan will continue to struggle for power after Ancagaling's death, and the DM may wish to design future adventures around this conflict. Astain returns to his former seafaring life and may convince the PCs to ship out with him on a voyage to distant lands.

Captured PC Events Table

d100	Event during time of capture
01-35	PC recovers from *charm* 1-10 weeks later in a random nearby city. PC has no memories of events following the encounter with Ancagaling except that he left all of his possessions behind for "safekeeping."
36-55	PC is kept for mundane service, spending 1-100 weeks in Ancagaling's lair. If the PC has not been rescued after this time, roll again for fate during next period of captivity.
56-60	PC is ambushed, to be killed and eaten by Ancagaling or his servants; set-up to be determined by DM.
61-65	PC is sent to coerce Cathan's gnolls to Ancagaling's service.*
66-76	PC is sent to dupe NPCs into being *charmed* by Ancagaling.
77-87	PC is sent to "collect" (i.e., steal) items which Ancagaling desires.**
88-00	PC is sent to persuade a high-level cleric to cast a *regenerate* spell on Ancagaling.*

* When an adventure is assigned, the PC may be allowed to role-play the affair, with possible DM intervention if a player forgets the *charmed* state of his character.

** If this would offend the PC's alignment, he may save vs. spells to cast off the *charm.* Ancagaling is unaware of this sort of resistance. Ω

THE FLOWERS OF FLAME

BY JAY BATISTA

In search of a dangerous fairy tale.

Artwork by Kevin Davies
Cartography by Diesel

An 8th-grade class in Oriental history first enticed Jay into the mysteries of the East. Years later, when he became a DM, Oriental lands were always in his worlds, even if the PCs wouldn't go there! Recently, Jay gave an engineering seminar in Mexico, where he ate "pollo con sausa de Montezuma." We hope he recovers soon.

The Flowers of Flame is an AD&D® game *Oriental Adventures* module designed for a group of 4-8 player characters of levels 5-8. The party should include a samurai who is a jito or has a post in the provincial government, and a learned and respected shukenja; a yakuza would also be helpful. This adventure gives the groundwork for a new Oriental campaign area (Tabot, the fantasy analog for ancient Tibet) and offers some high-level intrigue as well. The adventure begins in Shou Lung, in Kara-Tur. Note the time of year and time limit for the adventure, as given in the next section.

Adventure Background

Governor Chan Sung Yu has spent the last few months at the capital of Shou Lung, in pursuit of one of the Emperor's nieces. He recently returned home in disgrace, banished from court for annoying the Emperor. The humiliation of his disgrace so upset Governor Chan that he ordered the execution of all his attendants who witnessed the event.

In this angry state of mind, Chan is informed that, while traveling through his province, a visiting ambassador and his companions were caught in a stampede of cattle. The ambassador was thrown in the mud, and his wife was frightened by a pack of hounds that chased the herd. Two of the party were injured, and the ambassador's wife twisted her ankle while trying to climb a tree.

The governor, furious at this further blot on his honor, calls for the samurai (a player character!) in charge of the district where this fiasco occurred. Chan then gives the samurai an impossible task — the very task that the Emperor has decreed Chan must complete in order to be welcome at court again. The samurai must travel to Wu Pi Te Shar Mo — the Peerless Mountains — to find the legendary Flowers of Flame and bring back their seeds. The governor makes it clear that he expects his jito to complete this absolutely ridiculous quest or die trying.

The seeds are from flowers spoken of in tales told to children. The tales mention a secret valley, a beautiful paradise where people never grow old. It is said that these flowers grow and thrive only within the heat of a flame. They are both beautiful and extremely rare, because they die immediately upon being removed from the fire. The seeds of these flowers, however, can be gathered and planted later in another fire, recreating the aesthetic beauty of these exotic blooms.

The governor gives the samurai a scroll that guarantees safe passage through the barbarian lands that lie at the base of the Peerless Mountains, south of Shou Lung and west of T'u Lung. He demands that the warrior and his party leave tomorrow, the fourth day in the month of Ju, and return before the Dragon Boat Festival in the month of Kao II — 90 days away. The scroll is bound in leather, and two sets of ornate wax seals are strung to it by long silk ribbons. The samurai may recognize the imperial seals (80% chance) but does not know the origin of the other set of seals. A yakuza may use his connections to discover the origin of the unknown seals; a wu jen or shukenja may have spells that will dispel the mystery of the seals (see below).

The PCs are offered ample opportunity to gather gear for the trek as they pass through civilized lands, and they are given a rudimentary map to the most accessible slopes of the "Mountains that Touch the Heavens," but no one knows anything more about the Flowers of Flame.

For the Dungeon Master

There is much more going on behind the scenes of this bizarre quest than first meets the eye, as both heavenly and earthly powers are involved. Part of the background to this story can be revealed if a wu jen or shukenja researches the matter, or if a well-connected yakuza uses his contacts in the capital city to glean information (35% chance). It is common knowledge that the mountainous land to the south is called Tabot, and it is ruled by monks (lamas) and landed nobility. Centuries ago, the Lord of Oceans — the High Lama, believed by his followers to be a reincarnated god on earth — took complete control of Tabot, establishing his own government and appointing his own spokesman, the Chi-kyap Khempo, to represent the nobles.

Unknown to the PCs, the current Chi-kyap Khempo (also called the Lord Chamberlain) has been bribed by the nobility, who plan to usurp the power of the centuries-old Lord of Oceans. The nobles have amassed an army to attack T'u Lung and garrison the closest cities in the neighboring province. Their plot is based on two solid truths: the people of Tabot love the Lord of Oceans, and they hate the inhabitants of T'u Lung. (Of course, if the Lord of Oceans really *is* a god, the plan will either neatly manipulate this foreign power into transferring the government back into the hands of the "innocent" nobility — or it will fail miserably. The nobles have accepted the risk.)

Unfortunately, T'u Lung is more powerful militarily than Tabot, though its main troops are committed to border skirmishes in the south. With a little outside aid (see below), the men of Tabot could hold off T'u Lung's armies for a few months, but the capital of T'u Lung is too distant to conquer, and all of Tabot could not provide the manpower. Eventually, T'u Lung could bring all its might to bear and slaughter the Tabotans, invading Tabot afterwards on a punishment raid.

Just before that happens, it is the Lord Chamberlain's plan to send envoys to the court of T'u Lung to sue for peace, demanding that Tabot be established as a district of the T'u Lung government under the control of the Tabot nobility. He plans to send his most persuasive ambassadors, who will imply that the invasion was planned by the Lord of Oceans, swearing that the nobility would never let such a thing happen if they were put in command. The Lord Chamberlain has collected a huge bribe from the nobles to be given to the rulers of T'u Lung as an example of the tithings Tabot would pay as a province of their strong neighbor.

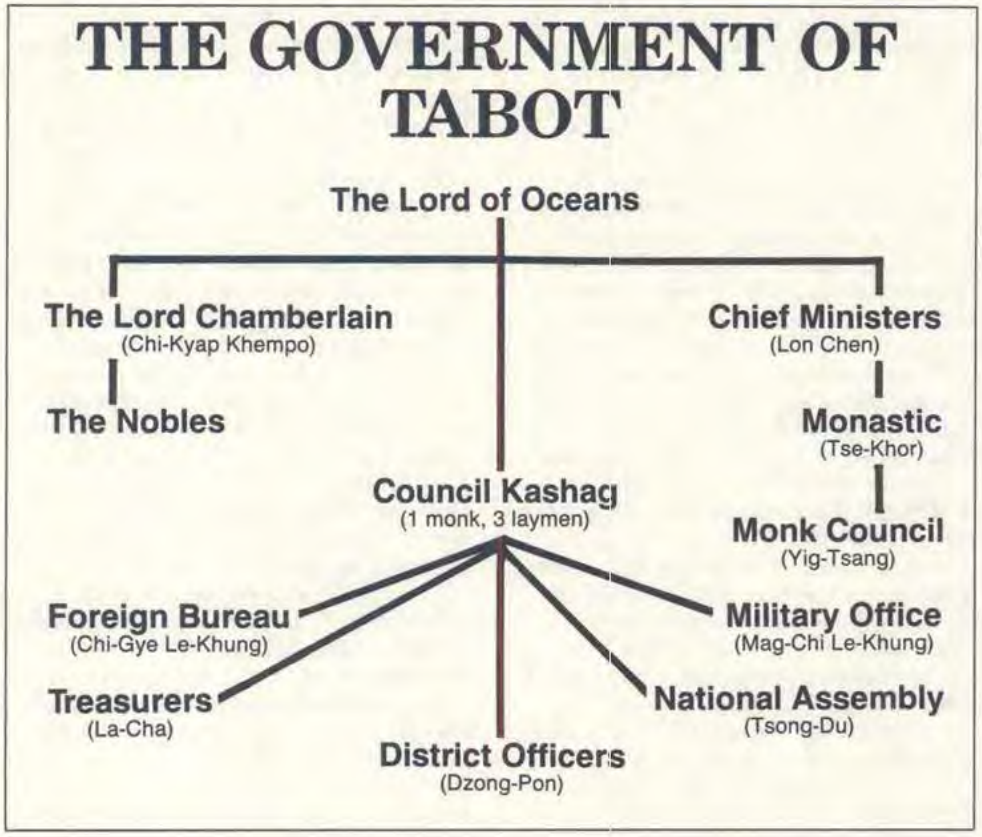
T'u Lung needs the tax revenues and would welcome saving its army for more important threats. With much coaxing and promises of retribution from the Tabotan ambassadors, T'u Lung might agree to the plan. The Lord Chamberlain could then hail the agreement as a grace from heaven, saving their country from the savage reprisals T'u Lung had undoubtedly planned. The nobility would replace the clergy as rulers of Tabot, hopefully without offending the people of the country or implicating anyone in the coup, and a more definite division of church and state would come about. As for the Lord of Oceans — if he is a god, he will do as he pleases; if he is a man, he will be able to do nothing.

The emperor of Shou Lung secretly welcomes the chance to influence the government of T'u Lung through a powerful internal district (Tabot) and so supports the nobles of Tabot in their plans. He had decided to provide additional manpower for the Tabotan raids into T'u Lung if the nobles allow Shou Lung to place spies posing as Tabotan delegates in the high council of T'u Lung, once the plan has borne fruit. Even if the plan fails, it allows the emperor of Shou Lung to harass the forces of T'u Lung without causing war, as would happen if he attacked openly.

The Lord Chamberlain was recently at the Shou Lung court securing troops to back up the Tabotan armies. While the Emperor of Shou Lung was willing to provide the troops, he was concerned that their movement across the border into Tabot would endanger certain treaties between the two countries. Such a mass movement of men with no visible purpose would also alert the Lord of Oceans to the plot against him. The two wily old politicians — emperor and chamberlain — put their heads together and came up with a daring idea to allow free movement across the borders between Shou Lung and Tabot.

The Lord Chamberlain composed a document permitting free passage across the borders "for all traffic necessary to complete the task of finding and retrieving the Flowers of Flame," an idea that popped into his head from some long-suppressed childhood memory. The Emperor, playing along with this ridiculous cover-up, gave the nonsensical task to the bothersome and inept (but conveniently handy) Governor Chan. Meanwhile, court scribes worked night and day to produce hundreds of copies of the document, each to be given to a company of soldiers to allow them to cross the border under cover of this ridiculous quest.

No troops, however, are to move before Kao II, which gives the Tabotan nobles time to prepare their invasion. The scroll the PCs carry is the original document drawn up by the Lord Chamberlain. It is written in the Tabotan court language as well as an indecipherable script, a direct translation into the



common tongue of Tabot. The scroll carries Tabotan and Shou Lung imperial seals.

The DM should use discretion in allowing the PCs to discover any or all of this information. It need not all be learned in one lump, but may be revealed in the course of their travels, in conversation with local villagers, army troops, drunken diplomats, and the like. Rather than playing out each encounter separately, general information may be distributed to PCs who check for rumors on the way to Tabot.

Note that if the PCs actually complete the quest by the deadline, they will unknowingly upset all of the above plans. News of the successful recovery of the Flowers of Flame will spread quickly, and later documents will thus be disregarded by border officials. See "Concluding the Adventure" for more information.

NPC statistics: The statistics given for many NPCs in this adventure have been abbreviated and standardized for ease of reference. All personal statistics, unless otherwise noted, are assumed to be either average (11) or the minimum required score (if higher than 11); see the table for further information. No ki powers, special attacks or defenses, combat bonuses, and so forth are given for NPCs if such are integral to a particular character of a given level (such as a kensai's immunity to fear).

NPC Statistics: Tabotan Encounters

Class	S	I	W	D	C	Ch	AL
Barbarian	15	11	11	14	15	11	N-CN
Bushi	11	11	11	11	11	11	Variable
Bushi/ninja	11	15	11	14	11	14	LN
Kensai	12	11	12	14	11	11	LN
Monk	15	11	15	15	11	11	LG-LN
Shukenja	11	11	12	11	11	11	LG
Sohei	13	11	11	11	11	11	LG-LN

Travel Through Tabot

It will take 2-7 uneventful days on horseback to reach the border with the lands of Tabot — but even before the PCs leave Shou Lung, the secret agents of Tabot are alerted. The Lord of Oceans and his loyal government in the Tabotan capital of Koko Nur are aware that the Lord Chamberlain and the nobles are plotting a coup. The Council Kashag, ruled by one monk and three laymen who report directly to the High Lama, has mobilized three separate arms of the government to determine the real purpose of this fairy-tale search into their lands (see The Government of Tabot chart). The actual status and statistics of the long-lived High Lama, as deity or mortal, are left to the DM's discretion, though they will not be needed for this adventure.

As the PCs travel through Tabot, there is a chance that they encounter representatives of the Tabotan government, with the results listed below. Roll percentile dice for each government branch whenever the PCs enter a town. Modify the chance to encounter by +15% when reentering any city.

The Chi-gye Le-Khung (Foreign Bureau). The PCs have a 40% chance to encounter Foreign Bureau agents before the adventurers reach the mountains. Two or three agents (4th-level bushi/ninja) trail the party (90% effective), following all the way to the guard station at the entrance to the hidden valley (encounter 6) where they accuse the PCs of being thieves, thus ruining any chances the adventurers have of gaining surprise. The chance to encounter agents of the Foreign Bureau on the return trip is 20%, when 3-8 4th-level kensai guards attempt to arrest the PCs and confiscate the seeds (and any treasure). When the kensai, who are loyal to the Lord of Oceans, read the PCs' documents and realize that the border will be closed once the task of finding the seeds is completed, they return two seeds to the PCs and escort the party to Shou Lung.

Bushi/ninja agents: AC 7 (leather scale); MV 9"; bus4/nin4; hp 28 each; #AT 1; Dmg by weapon type (long sword) or martial art (karate); AL N.

Kensai agents: AC 8; MV 12"; ken4;

hp 23 each; #AT 3/2; Dmg by weapon type (long sword) or martial art (karate); AL LN.

The Mag-chi Le-Khung (Military Office). The PCs have a 10% chance to encounter soldiers of the Military Office before the party reaches the mountains. One 6th-level bushi commanding 2-5 barbarian warriors attempts to arrest the PCs on suspicion of plotting against the High Lama. If overpowered, the PCs are held in separate detention cells for three days, then released and handed all their belongings. Some noble in authority has ordered the soldiers not to interfere. On the return trip, the PCs have a 20% chance to encounter soldiers. The same size force tries to arrest the party on sight. If successful, all the adventurers' possessions are confiscated, and they are held in separate cells for two weeks, effectively preventing them from completing their quest on time. The PCs are then sentenced to hard labor in the quarries for unspecified illegal activities — only to be released two weeks later, with all possessions returned and without explanations for why this happened.

Bushi commander: AC 4 (chain mail); MV 9"; bus6; hp 29; #AT 3/2; Dmg by weapon type (katana) or martial art (karate); AL LN.

Barbarian warriors: AC 8 (leather); MV 12"; bar3; hp 24 each; #AT 1; Dmg by weapon type (broad sword); AL N.

The Dzong-Pon (District Officer). Before the PCs reach the mountains, there is a 20% chance to encounter the local "sheriff," a 6th-level barbarian. He follows the PCs and attempts to detain them with legal papers, threats, and local laws, but only succeeds in making a nuisance of himself. If the District Officer meets the PCs on their return trip (50% chance), he deputizes a posse of 5-8 5th-level barbarians, and they ride horses out to arrest the party. The officer can be bribed to leave the PCs alone, but he immediately reports the PCs actions to the Military Office (giving the soldiers +35% to their roll to encounter the PCs).

Barbarian "sheriff": AC 2 (leather); MV 12"; bar6; hp 47; #AT 1; Dmg by weapon type (long sword); S 17, D 17; AL N.

Barbarian deputies: AC 7 (studded leather); MV 12"; bar5; hp 42 each; #AT 1; Dmg by weapon type (broad sword); AL N.

Of course, player reaction can avert any of these outcomes. Player characters have the opportunity to learn and be wary of these government agents — the government structure is commonly known, and all the PCs need do is ask even a peasant.

The PCs travel from their home through civilized lands until they reach the heavily guarded border between Tabot and Shou Lung. There, they may consult the crude map the governor provided (the DM can trace the map of the Peerless Mountains) and note a road to the mountains that passes through three Tabotan towns — Darka, Khampo, and Thok — each about one day's ride from the next. These towns offer the comforts of warm, dry beds, but the PCs are sure to stand out as foreigners there. The towns might be avoided if the group decides against questioning the natives and the possible side-effects of alerting the authorities.

The land is filled with many peasants toiling in the fields and paddies, and chasing herds of goats. The terrain becomes increasingly more rugged as the PCs push on farther. Most peasants live in low, circular huts of clay bricks and thatched roofs, and they dress in dull-colored wools and pounded leathers. They speak a common Tabotan language with thick local accents and know very little of the trade tongue. An interpreter is needed for more than superficial conversation. There is a 60% chance to find an interpreter in each village; interpreters commonly charge 10 yuan per day for their services, but will not leave their villages.

Bushi interpreter: AC 10; MV 12"; bus2; hp 15; #AT 1; Dmg by weapon type or martial art (kung fu); AL LN.

The Tabotan nobles live in two-story houses made of heavy stone and brick, rough-hewn beams, and tiled roofs. While the noblemen dress in somber-colored silk gowns and style their hair in jeweled knots, their women wear elaborate gowns and rainbow-colored headdresses decorated with bells and chimes. All children and the ever-present lamas have shaved heads, but warriors sport long braids and dress in mail shirts and bronze skullcaps, often decorated with the eye of a peacock feather. Most nobles can understand the language of Shou Lung.

Pressed into the sides of hills along the route are monasteries, large stone constructions rivaling the largest castles of Shou Lung. The lamas — whether monks, sohei, or shukenja — wander everywhere, on the roads and throughout the towns. They provide a network of spies for the Lord of Oceans, but they do not report to the Council Kashag and remain relatively aloof to the party's passing. The lamas, especially the sohei, do not hesitate to attack any "foreign invaders" if provoked. The DM should provide encounters as desired.

Finding a Guide

Before entering the mountains, the adventurers should find a guide. If the PCs do not think to do this, the DM should subtly encourage them to do so. It would be easiest to find a guide in Thok, at the foot of the Peerless Mountains. Thok is a small village of goatherds, a single trading post, and the homes of three minor nobles. Their manor houses form the town center about a cobbled court and a shallow, spring-fed well. In Thok, the adventurers can sell their horses for goats or burros, and stock up on climbing tools and supplies for the journey. The swap of fine horses for slower beasts of burden may rankle some of the PCs, but as the slopes become narrow paths too steep and tight for a horse, a nimble goat or cautious pack burro will prove a better climber.

No one in Thok knows how to find the fairy-tale valley or the Flowers of Flame, but all advise the PCs to get a good guide. When the adventurers decide to hire a guide, six applicants present themselves to the group when they are at the trading post. The PCs, especially any yakuza in the group, must exercise their ability to judge the local men and determine the best choice.

Guide 1.

> "My name is Chang-chub. I have many recommendations, for I am the best mountain guide in these parts. I will not work for less than 20 tael per week."

This guide increases the party's chance of a safe trip and helps the group move quickly. Although quiet and wise, he is a poor fighter. He will lead the party past the old shrine at encounter 1.

Chang-chub: AC 10; MV 12"; bus1; hp 4; #AT 1; Dmg by weapon type (katana); I 15, W 15; AL LG.

TABOT: THE "ROOF OF THE WORLD"

Guide 2.

"I am Sakya, a poor farmer. This year has been very bad, and I need to feed my family. I have no recommendations, but I have lived here all my life and can guide you through these hills. My wages are 10 tael per week, but we can discuss it."

This guide is a liability to safety and speed. He is nervous and awkward, leading the party south, then west. Each day in the mountains, he has a cumulative 5% chance of dying in an accidental fall.

Sakya: AC 6 (brigandine); MV 9″; bus2; hp 11; #AT 1; Dmg by weapon type (kama and two javelins) or martial art (karate); W 7, D 7; AL N.

Guide 3.

"They call me Tshal, and I want about 18 tael a week. I have this written recommendation, and I grew up in these mountains."

The recommendation is forged, and this barbarian is a liar. Cocksure, he will lead the party south and waste two weeks getting them thoroughly lost. Then he will steal all he can carry and runs away.

Tshal: AC 8 (leather); MV 12″; bar2; hp 17; #AT 1; Dmg by weapon type (club); W 6; AL CE.

Guide 4.

"My name is Pagmotru, and I have traveled and traded with the frost barbarians. I want 16 tael per week to lead you through the mountains. I have two good recommendations, including one from the owner of this trading post."

Pagmotru speaks the truth, and he can ensure safe passage through the frost tribes' territories. Most of the time on the trail, he sulks — he's only happy after a good battle! While he brings no bonuses to safety or speed, he will lead the party past the old shrine at encounter 1.

Pangmotru: AC 8 (leather); MV 12″; bar3; hp 25; #AT 1; Dmg by weapon type (tetsubo); AL CN.

Guide 5.

"My name is Gedun, and I must have 18 tael a week. I studied as a monk in these hills, and I know them well. I have these three recommendations."

This NPC is a bushi/ninja who is searching for a lost group of adventurers (see encounter 4). He knows there is safety in numbers, and he will lead the PCs past the shrine (encounter 1). He is very quiet and watchful, always searching for the lost party. Three days into the journey, he starts to lead the adventurers in circles while he looks for the lost group.

Gedun: AC 8 (leather); MV 12″; bus/nin4; hp 28; #AT 1; Dmg by weapon type (katana and jitte) or martial art (tae kwon do); AL LE.

Guide 6.

"I am Karmapa, and I guess I need 15 tael a week. I used to be a shepherd, and I'd chase my flocks across the glaciers and mountains. I know I'm young, but I work hard — just ask anyone."

While this young man has no recommendations, he is energetic, works hard, and offers suggestions. He will lead the party past the shrine (encounter 1) and will find the tunnel to the hidden valley (encounter 6) immediately. Cautious during battles, Karmapa has the best chance of accompanying the group through the entire journey.

Karmapa: AC 7 (studded leather); MV 12"; bus3; hp 12; #AT 1; Dmg by weapon type (katana); I 13, W 17, D 15; AL LG.

All of the guides appear confident in their choice of direction, and all who visit the shrine (area 1) cut north into the mountains. The rest take more southerly paths. Once into the mountains, the trails disappear and all the guides head west. All believe the quest is ridiculous, but will guide the party as long as the adventurers' money holds out.

Mountain Encounters

Table 1, Mountain Encounters (see end of module) should be used to determine random encounters. Roll percentile dice and check the table once each day and once each night. If the dice roll calls for an encounter, it is best to fit it into the journey. A day encounter, for example, may happen just as the party stops for lunch or after a grueling climb to a narrow ledge. A nocturnal monster might find the group as the PCs gather twigs and branches for their evening fire. These wandering monsters add excitement to the plodding toils of climbing but aren't the main adventure, so it's best not to get carried away.

Mountain and Glacier Climbing

The following three-step system allows the DM to gauge the PCs' travel through the Peerless Mountains. Whether the day's move is over mountain or glacier is determined by the group's location on the map and is essentially a judgment call by the DM. Above all, don't get bogged down in "chart chasing" but apply the spirit of the rules. The purpose of this system is to keep the PCs moving quickly, keep the game exciting, and test the players' common sense and judgment. (Optionally, the DM can use various pages in the *Wilderness Survival Guide* and the *Dungeoneer's Survival Guide* that apply to mountain and glacier travel.)

It is assumed that the party finishes a climbing turn at a suitable resting place, a ledge or rock chimney, to give shelter. The maximum a group can move before collapsing from fatigue is two mountain climbs, three glacier climbs, or one mountain and one glacier climb. Traveling with haste (to escape pursuit) halves this maximum movement. Glacier traveling is blinding; it hurts the eyes and causes cuts from sharp ice. Mountain climbing leads to cold fingers and toes, and windburn on any exposed skin surfaces.

Repeat the following three steps as many times as necessary until the group reaches their goal. The base chance of becoming lost is 30%, with the following modifications: −28% if led by guide 1, +20% if led by guide 2, −15% for all other guides. Check for becoming lost every three moves.

Step 1. Using tables 2 and 3 at the end of the module, determine the slope ahead and the weather for the day and inform the PCs.

Step 2. Notify the PCs of conditions ahead and allow them to discuss their travel plans. Determine the group's travel mode (for example, "haste, with ropes, leaving animals behind" or "with ropes and pitons, using slow diligence"). The players may opt to wait out bad weather or turn back to look for a better route. The following modifiers apply to dice rolls in step 3.

Modifiers to Climbing	Adjust Safety/Distance
With ropes	+15/−1
With pitons	+25/−2
With animals	−5/−1
With slow diligence	+30/−2
With haste	−30/−2
Party fatigued	−20/−2
Guide 1 leads	+50/+2
Guide 2 leads	−10/−1
Korobokuru with party*	+35/+3
Slope adjustment	see chart
Weather adjustment	see chart
High altitude (above 25,000')	−5/−1
Party size > 10	−3/−1
Party size > 20	−7/−2
Party size > 35	−12/−3

* See encounter 2.

Step 3. Ask one player to roll percentile dice for the group's unmodified safety roll. Modify this score by the results of steps 1 and 2, and see tables 4 and 5 at the end of the module. Tell the adventurers how the climb went, then make the distance roll, modify it, and move the party on the map. With a little preparation, you should be able to move your players across the Peerless Mountains with excitement, momentum, and speed. Remember, it's important to keep track of the game time spent in crossing these mountains because of the governor's deadline.

Glaciers are often eroded by the wind into fantastic shapes, caverns, and tunnels, forming perfect hiding places for nasty monsters. Travel on glaciers is slower and demands more attention. Use your imagination to create a truly epic journey for the players.

Set Encounters in the Mountains

The following are set encounters in the mountains. The first and sixth are the most important, with the fourth being noteworthy if a PC ninja is present.

1. The Shrine. Four of the guides (numbers 1, 4, 5, and 6) lead the PCs past an ancient shrine as the group begins its trek into the mountains. The bricks of the altar are tumbled, and the roof leans precariously forward over the entrance. Birds roost in the eaves and caw at the passing adventurers, and grass sprouts up between the floor tiles. The shrine seems to have been abandoned for a long time.

If a shukenja PC stops at the shrine, repairs the altar, and prays to the mountain spirits, a spirit appears to him. All others see only a bright flash of light shining from the altar, but the shukenja sees a tall, copper-skinned man with shimmering red hair. His gown is embroidered with fantastic dragons and tangled flames. The spirit smiles at the priest and recites the following:

> "By the hand of Celestium, Bureaucrat Supreme, and by the Emperor of Heavens, I am sent among you! Your quest is ordained by above, and through mortal means you have arrived to bring harmony to the land.
>
> "To the west lies Fire Ring. Seek it! Hidden in its misty green heart are the blossoms you desire and deep mines of pure gold. Be wings on the

wind, for a spirit hath broken the sky's rules; it festers in silence and plots evil, and it has spawned an abomination that must be wiped clean. Beware of the fiery garden; its master has poisoned men's souls. Go west where the icelands are split by the flames and, with the blessing of heaven, find the Valley of Wings. And take ye my thumb, luck from copper forged — with a glyph of a name, a bottle and stopper. Open the bottle and speak the name. It is written a wise man will always triumph over vain and evil vipers."

As the spirit recites the last few lines, his thumb glows red hot and falls off to form a small copper bottle with a tight stopper. On one side of the bottle is a strange and unrecognizable glyph. The spirit disappears in a puff of smoke and the smell of ozone, leaving the shukenja with the distinct impression that he has spoken with an important spirit — perhaps a dragon. None of the other adventurers see anything but the bright light.

The spirit cannot be attacked by any member of the party, as it is a holy emissary from the Celestial Emperor and simply vanishes without a trace upon the fall of the first blow. Attempting to strike the spirit brings instant reprisal as the power of the attack is magically reflected into the attacker's chest! Let the PC roll his damage, then tell him he did it to himself.

This spirit was sent by the Celestial Emperor to aid the PCs in defeating his wayward minion, the fire spirit described at area G9. The bottle has been forged in the heavens and holds an irresistible compulsion for the spirit whose name it carries. Anyone who calls out the spirit's name can compel it into the bottle with the weight of the Celestial Empire behind the command. Once inside, the spirit cannot escape again. The "abomination" refers to the shukenja Ko Hung Cho (area G4) who has fallen prey to the monster's influence and become evil.

2. The Destitute Korobokuru. On the second day of the trip, one of the PCs spots a short, manlike figure high up the mountainside, waving his cape to catch their attention and rushing down the slope to overtake the party. As the figure approaches, it becomes obvious that he is not a man at all but a korobokuru. When he is about 100 yards away, he collapses from hunger and weakness, unable to go any farther. He lies on the ground, calling for aid in the trading language. Upon examination, the adventurers find that this dwarf is completely destitute. He owns nothing but his cape and a thin, patched robe. His scrawny frame is feverish, and he begs for food and water. If given sustenance, he thanks the PCs and promptly falls asleep. The korobokuru remains comatose for the rest of the day and all the next night.

In the morning, the korobokuru awakens and asks for more food. He explains that he is Loni Dormarku from the far south. Loni tells of becoming lost while trading with the frost tribes for certain rare herbs. He expresses his gratefulness for the PCs' fine treatment and explains that he is indebted to the group for saving his life. According to the code of his people, Loni says, he must repay his rescuers in some manner. It will take two days' rest for him to be well enough to travel, but he claims to be a very good guide (note his modifications to climbing safety and distance). He can tell the party the approximate location of the two closest frost tribes, but he warns them that these tribes are cannibals and very dangerous. Loni has never heard of a "fire ring," but he has friends in a frost tribe many days' journey away who have told him of a volcano that lies far to the west.

The *real* reason the korobokuru is destitute is because he recently escaped from one of the frost tribes (encounter 3) where he is known as a cheat and a liar, and there is a price on his head! If the party decides to take him along, two of the frost tribes will attempt to kill all of them on sight for associating with Loni Dormarku. He can, however, help them to reach the tribe far to the west, where his welcome is assured for cheating the other two tribes. Along the way, Loni steals from the party if given the chance. True to his race, the korobokuru delights in pranks and practical jokes (like dropping messy food on climbers below) but his jokes are never fatal. If the party arms him, he fights — but only to save himself. Once he regains his strength, he is able to run away and will take flight if a battle is going against the group.

Loni Dormarku: AC 8; MV 12";

bus3; hp 24; #AT 1; Dmg by weapon type (if given any); S 10; I 14; W 8; D 16; C 16; Ch 12; AL CN.

3. The Frost Tribes. Rumored to be cannibals, these warlike barbarians live in hidden villages in the mountains. They attack any party that enters their territory (approaches within 15 miles) unless the group travels with guide 4, who can speak their language and has brought beads and jewelry to buy safe passage. The frost barbarians fight valiantly but will run from a superior force unless their enemy, Loni the korobokuru, is among the party; then they fight to the death. Two eastern tribes were cheated by Loni Dormarku and have been hunting him for weeks. They will rest only when his head hangs from a pole.

The 20-80 tribesmen of each tribe who appear are short and stocky, have matted hair and beards, and dress in padded armor from arctic animal skins, rendering the men almost invisible against the snow and ice (surprise 5 in 6 times). The warriors are armed with clubs, spears, and stone axes. (Note: These are *not* the frost men described in the FIEND FOLIO® Tome.)

The northeastern tribe is ruled by **Horj the Deadly** (AC 4 (leather); MV 12"; bar4; hp 30; #AT 1; Dmg by weapon type; D 16; AL CN; *long sword +2*), a huge brute easily impressed by wealth. The southeastern tribe is controlled by **Nakar the Rider** (AC 8 (leather); MV 12"; bar3; hp 29; #AT 1; Dmg by weapon type (hand axe); AL CE) who owns a great herd of shaggy white sheep. These two tribes know nothing of the Valley of Wings, but they know of the volcano to the west.

If the players reach the western frost barbarians in the company of the korobokuru, that tribe gives them a heroes' welcome with a feast, wrestling performances, and fire-eaters. This tribe benefitted from the other tribes' problems and encouraged the korobokuru to wreak his mischief on their neighbors. The village is a series of rock and snow-block huts — cold, drafty, smoky, and dirty — filled with goats and toothless women. The tribe is lead by **Choton the Cold Eater** (AC 6 (leather); MV 12"; bar4; hp 38; #AT 1; Dmg by weapon type (club); I 17, D 15; AL N), an old patriarch who watches and listens more than he speaks.

This tribe knows where the entrance to the hidden valley may be found, but the tribesmen consider the valley cursed because none who have ventured in have ever returned. Sixteen men have disappeared while hunting near that area in the last three years. The tribesmen believe there is a horrible curse associated with the valley but will very reluctantly lead the friends of Loni Dormarku to the place they seek.

4. The Dead Travelers. While climbing these arduous slopes, the PCs stumble across frozen travelers, lost and dead for some time. They appear to be adventurers who came to a gruesome end. Their clothes and personal equipment are frozen to their bodies, and possessions must be pried loose.

If Gedun the ninja (guide 5) is with the group, he quietly steals an enameled box and a scroll from one of the bodies, then disappears. If the PCs attempt to stop him, he fights to escape. The box contains a small amount of deadly poison and two scrolls. One of the scrolls is written in a secret code. Each PC who is not a ninja has a 15% chance to decipher the code after 1-6 hours. The second scroll contains a finely detailed drawing of a man's face.

If there is a ninja PC in the group, he realizes that the coded scroll contains the commands of a rival ninja clan and has a 70% chance to read the scroll. The text of the scroll reads as follows:

"Member of the Tankaro family, sustain our honor. The face of our enemy is found; his feet pass through our mountains. The poison of the marrow root shall prolong his cursed death. When it has happened, bring his head to adorn the pole."

This message calls for the death of a well-known enemy of all ninja, Tu Hsein Lo, believed to be hiding in these very mountains. Driven by conceit, Tu Hsein Lo hunts and reveals ninja clans, causing the downfall of the Kwai and Hojuru families. Any ninja PC will have heard of him but may not know his face. The sketch of the man's face is recognizable from stories told of Tu, but a ninja PC will not have heard where he might be found. It would be a pleasure as well as an honor for a ninja of any family to present Tu Hsein Lo's head at the feet of his clan master.

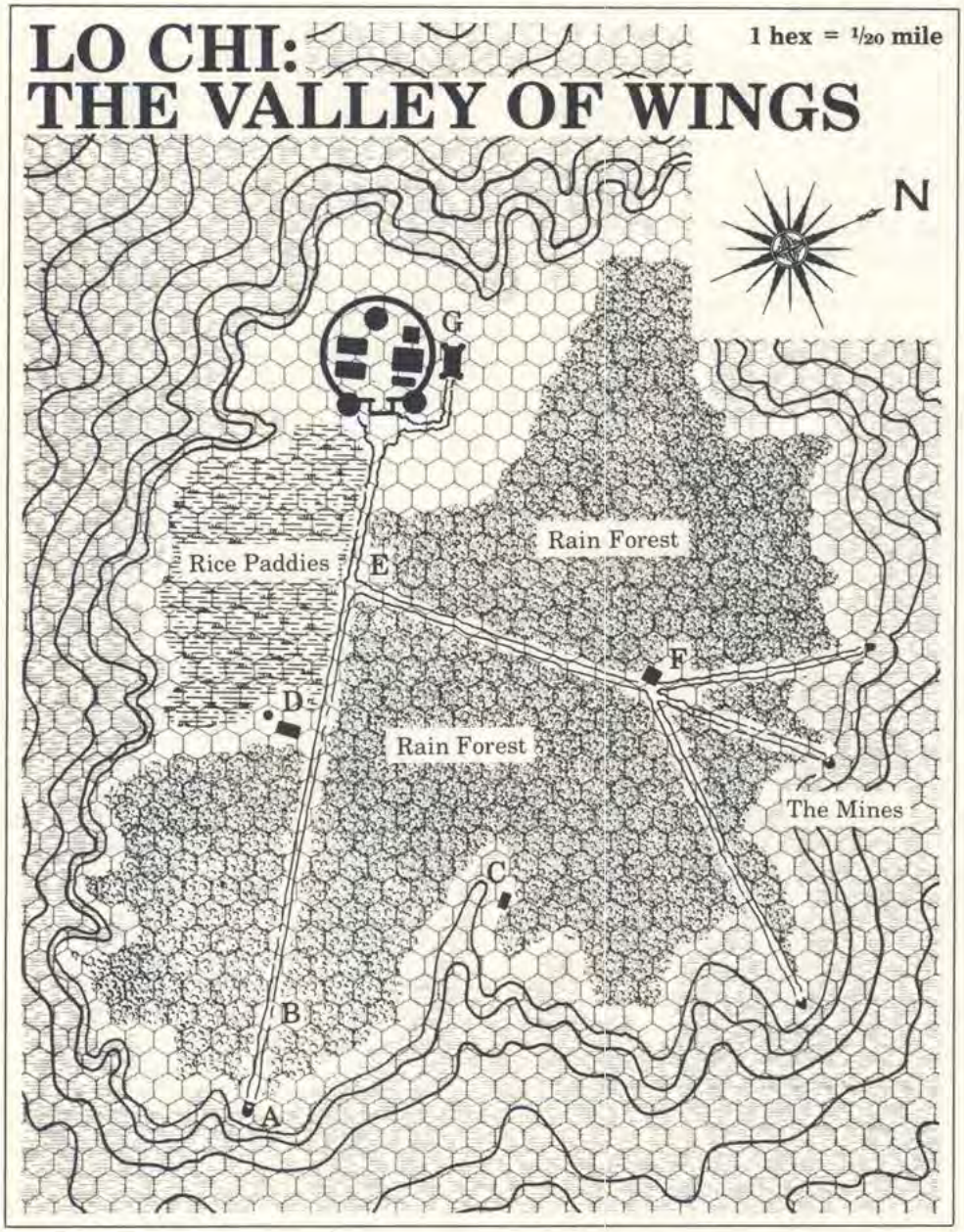
Except for the items the ninja seeks, the dead travelers have nothing of value except a few coins and some jewelry. If used on a weapon or in a drink, the poison forces a victim to save vs. poison or else suffer the effects of a *symbol of pain* for 2-20 turns before dying; a successful save causes suffering, but at half-strength effects and doubled duration, though with eventual recovery.

5. The Dying Monk. If the PCs approach from the east and have not contacted the third frost tribe, they discover a dying monk, freezing in a snowdrift. His bare hands and feet are bloody stumps. He has lost much blood and is frostbitten so badly that there is no way to save him short of a *heal* spell. The PCs can otherwise only comfort him as he passes on. Before he dies, he gasps out the following tale:

> "My name is Phags-pa, and I have fled the cruelty of Ko Hung Cho, who hunts my gentle people in the forests of Lo Chi, the Valley of Wings. For generations, my people lived in the rain forest and were happy. Then came the men who perverted the good monks of Lo Chi. Greed reigns over the valley, and my people hide lest they be caught and forced to work in the mines. I took this form and joined the hunters to learn their secrets, only to be cast out into this frozen wasteland by those murderers. Beware Ko Hung Cho and his avarice. Beware the fire spirit, he of many names. My people lie to the east within the valley. Once through the gate . . . find them . . . go west . . . to the gate . . . west . . ."

The monk shudders and transforms into a hare. The small creature breathes once deeply and dies. Phags-pa's people are the hengeyokai of encounter C in the valley. The shape-changer leaves behind only a yellow habit and a belt fashioned from the bark of a tree. A *speak with dead* spell yields no further information. If saved by a *heal* spell or the like (such as a *wish*), the monk must rest for two weeks before being able to move again. In this case, he must be carried by the PCs back to his home.

6. The Gate to the Valley. Smoke can be seen rising in the northwest. As the PCs approach, a huge volcano (area 7) can be discerned in the distance. If guide 6 or the frost barbarians lead the party, the PCs travel directly to the tunnel gate at the base of the volcanic mountain. If not, for every hour they



search, there is a 20% cumulative chance that the adventurers find the gate. Neither the frost barbarians nor the korobokuru will travel any farther. They may await the party's return here.

The gate is a huge arch, ornately carved with birds and scrollings, that opens into a dark tunnel. The tunnel appears to delve underneath the great volcano, and the passage narrows to a 10′-wide corridor immediately inside the entrance. Only one set of footprints (belonging to the monk in encounter 5 above), almost drifted over with snow, leads out of the cavernous mouth. Strange writings, which time and the winds have eroded past any deciphering, are carved into the walls of the entrance.

This tunnel is over six miles long and meanders up through the mountain to open into the hidden valley at encounter A on the Lo Chi map. The temperature gets hotter as the party moves deeper into the mountain, leveling off at about 85° F. and causing all PCs to remove their winter gear or suffer a −1 penalty to "to hit" and saving throws from their discomfort. For every mile the PCs travel, roll on table 6, Tunnel Encounters, for random monsters. Though the tunnel is fairly straight, the DM may introduce branches, dead ends, etc. if he decides to draw the entire tunnel out. However, the tunnel should not daunt the party greatly, as the real mission lies beyond in the Valley of Wings.

The way is clear of obstructions. Any corridors that break off from the main tunnel are narrow and foreboding, and any character investigating a side passage encounters one of the tunnel monsters in its lair. As the end of the tunnel grows near, the adventurers hear a sound, a rushing chatter that gets louder until it can be recognized as the noise made by thousands of birds.

Though the tropical valley rests in the middle of a volcano's crater, the central throat of the volcano has ceased to be active. A number of smaller cones which put out amounts of steam and smoke ring the parapet of the crater; various earth spirits have created this effect to hide and protect the valley, leaving the main crater floor habitable despite occasional light falls of ash. The parapet is slightly over 16,000′ above sea level; the entrance to the tunnel and the valley floor in the central crater are about 9,000′ in altitude.

Lo Chi: The Valley of Wings

As noted earlier, statistics for the NPCs in this adventure have been abbreviated. The following notes apply specifically to inhabitants of the valley.

The rulers of the valley are lawful-evil in nature, and as a result are highly organized. The monks and kensai wear only simple clothing with no distinction between them. Sohei wear studded leather armor. Monks, kensai, and sohei each carry a single 7′ spear; all weapons specialization and weapons of choice apply to the use of the spear.

Monks, kensai, and sohei have taken proficiency with tae kwon do as well. The DM should assign special maneuvers to various NPCs as desired (#AT 1; Dmg 1-8; AC 8; Principal Attack = feet).

Because the weapons and martial arts training received by the lawful-evil rulers of the Valley of Wings is so standardized, the abbreviation "spear/TKD" is used to describe damage ("Dmg") in statistical groups.

All slaves here are male humans captured from local tribes and villages, and forced to work at menial tasks. Slaves wear only loincloths, and (of course) none

of them are armed. **Slaves** have the following statistics: AC 10; MV 9" (hobbled by chains on feet); zero-level human males; hp 1-6 (4 average); #AT nil; unarmed and unarmored; AL variable but usually lawful; no possessions.

A. Gateway to Paradise. At night, a huge stone is levered into place from inside the valley to block the tunnel mouth. This rock keeps monsters out of (and slaves in) the Valley of Wings. At daybreak, the stone is rolled away by 25 slaves who then go to area F, and the entrance is guarded by five 5th-level sohei from the Lo Chi monastery. The job of tunnel guard is not very exciting; these guards are bored with their post and easily surprised on a 1-4 on 1d6.

Solei guards: AC 6; MV 9"; soh5; hp 33, 31, 30, 29, 22; #AT 1; Dmg spear/TKD.

Even before the adventurers see the light of the entrance, they hear the noises of the birds that fill this Shangri-la. Not only wild birds live in the valley, for the warrior priests who live here have domesticated birds to aid them. Each sohei guard has tethered an ostrich, used for transportation, by the mouth of the cavern. The five **ostriches** are completely domesticated and wear blinders, carrying up to 200 lbs. each (AC 7; MV 18"; HD 3; hp 16, 14, 13, 13, 10; #AT 1 peck or 1 kick; Dmg 1-4 per peck or 1-8 per kick; AL N). A **homing pigeon** (AC 8; MV 1"/24"; HD ¼; hp 1-2; #AT nil; AL N) in a cage is brought out from the monastery each day and can be released to carry messages back in emergencies. Five trained herons, their bills armored with sharp metal cuffs, are also leashed to the gateway. The 4'-tall **herons** wield their metal-clad bills like small swords (AC 7; MV 15"; HD 2; hp 15, 14, 11, 10; #AT 1 peck; Dmg 1-6; AL N).

Upon noticing intruders, one sohei immediately releases the caged pigeon to raise the alarm. All the sohei fight to subdue the invaders and enslave them for digging in the gold mines. (The pigeon doesn't get far; see encounter B.)

Once the guards are overcome, the PCs may survey the valley. A road stretches off to the northwest between the tall, thick foliage of a tropical rain forest. The trees are filled with every type of bird imaginable, from tiny hummingbirds and multicolored finches to peacocks and fancy parrots. One type of bird, however, is missing; there are no hawks or vultures, no birds of prey. The birds seem to be the only wildlife around. They are friendly and easily coaxed down to play and feed from a PC's hand. The warm air is filled with the noises of these avian singers as they crowd the vines and branches and flutter through the air.

Behind the party is a steep basalt wall rising up to a volcanic crest thousands of feet above, a fiery ring that encircles this hidden valley. The sky above is filled with smoke boiling from the craters around the parapet of the volcano.

At this point, guide 6 suggests that the party covers its tracks by dragging the sohei bodies into the tunnel and making it look like some monster attacked the guard post. Then the adventurers can slip off into the rain forest to observe this land before causing more trouble. Any other guide will be of no help in planning a course of action.

B. The Shan Sao. About a quarter of a mile down the dirt road, the party comes upon a large black crow that has caught a pigeon. (If a messenger pigeon was released by the guards, it is the unlucky bird.) The crow holds the struggling captive by the neck and wing as it watches the PCs approach down the lane. While the adventurers approach, the crow blinds the bird with two quick beak thrusts, then releases it to flutter uselessly about the roadway. With a flick of its foot-long wings, the crow perches on a limb before the PCs and cocks its head to the side. "Greetings," it rasps in a rough approximation of the common tongue.

A wu jen using a *detect magic* spell can sense a magical aura about the creature. This bird is Bai Tso-bo, a shan sao. He and his kind live in this forest. Bai hates the monks and warriors of the monastery, but he can only plague them by stopping their communications or stealing their food and trinkets. He knows much, but is greedy and demands a jewel for every bit of information.

Bai knows only a few words in the common tongue. "Follow" and "pay me" are his most commonly used phrases. The only words he has to describe anything are "monks, " "dark," "fire," "green," and "pretty." To supplement his meager vocabulary, the crow gestures and points, coaxing out answers from the PCs as in a game of charades. He answers yes-or-no questions with a nod or a shake of his shiny black head. Bai can count by tapping or counting out the number with cawing sounds (for example, "caw-caw-caw monks" means three monks).

If sufficiently paid, the shan sao will show the players a map of the monks' valley by drawing with his beak in the dust of the road. He tries to convey the routine of life in the valley: work in the rice paddies and herding the slaves into

NPC Statistics: Lo Chi Monastery

Class	S	I	W	D	C	Ch	AL
Kensai	12	11	12	14	11	11	LE
Monk	15	11	15	15	11	11	LE
Slave	11	11	11	11	11	11	Variable
Sohei	13	11	11	11	11	11	LE

the mines by day, worshiping in the pagoda and protecting the compound by night. If he is given even more jewelry, he will lead the PCs through the woods to the monastery and point out the guards, avoiding all other encounters. He will go no farther, but he does know two more important facts: All the gold is offered up to the spirit in the pagoda, and the pagoda is where strange flowers grow in eternal flames. These last two secrets he tells are the hardest to convey, and the PCs as a group have only a 40% chance to understand.

Bai Tso-bo, a shan sao: AC 4; MV 6″/15″; HD 3; hp 18; #AT 1; Dmg 1-6; SA disease; SD summon tigers, immune to fear; AL CN.

C. The Hengeyokai. If the PCs head north along the wall of the great crater and walk for about a mile, they round a spur of rock and come upon a small temple hemmed in by the thick forest. Inside the temple sits an old man who watches the adventurers, nodding and smiling as if expecting them. Two large hares scamper out the back of the temple as the PCs enter.

This old man is Notia T'ong, a 9th-level hengeyokai wu jen with the following spells: *cloud ladder, hypnotism, know history, magic missile, wall of fog, hypnotic pattern, smoke shape, stinking cloud, haste, hold person, steam breath, dancing blade, polymorph other,* and *conjure elemental.* He is the guardian of the hengeyokai tribe that lives in this forest and protects the temple from the evil shukenja, Ko Hung Cho, and his monks. Notia T'ong sent his son Phagspa to learn of the ways of the monastery (set encounter 5 in the Peerless Mountains). The old man will fight any who enter the temple with intent to disturb or destroy, and hiding in the forest are 10 hengeyokai in human form, awaiting Notia's call.

The wu jen questions the adventurers, nodding at each of their answers. He wants to know their place of origin, the purpose of their journey, and details of the trek. He compares this information to the knowledge he gained from a *know history* spell. Notia is looking for righteous men of good manners. If he judges the PCs not to his liking, he orders them to leave or else calls his warriors and attacks. If he feels the PCs are of good appearance and presentation, he offers them food and lodging for the night. Notia knows immediately that the PCs are not from the monastery. He has labored for years to keep the monks from raiding this temple, and his constant vigilance and mental concentration has aged him prematurely. He cries if told of the death of his brave son.

The other people of the tribe never show themselves. The next morning, the old wu jen leads the PCs through the woods and shows them areas D and F. Notia will travel no farther, his duty being to his temple and his tribe. He knows only rumors of the Flowers of Flame and almost nothing about the monks of the Lo Chi monastery.

Notia T'ong: AC 10 or 5 (hare form); MV 12″ or 18″ (hare form); wuj9; hp 34; #AT 1; Dmg by weapon type (dagger) or spells; S 8, I 16, W 12, D 13, C 11, Ch 14; AL LG.

Hengeyokai guards: AC 8 (leather) or 5 (hare form); MV 12″ or 18″ (hare form); bus4; hp 20 each; #AT 1; Dmg by weapon type (katana); AL LG.

D. The Rice Paddies. At night, the long house at the end of the flooded fields stands empty, but during the day its roof provides shade for the guards that watch over the slaves who work knee-deep in mud. Mosquito clouds buzz above the stagnant water of the paddies, and birds swoop down to raid the seedlings. Two 7th-level monks sit at ease within the wall-less building.

Interestingly, a slave oversees the planting, a cruel straw boss trading his own kind's misery for favors. This slave is the infamous ninja-hunter Tu Hsein Lo, who was caught in a slave raid some time ago. The 14 slaves in the fields are those men who were deemed too weak for the mines. They will run and hide in the forest if set free.

One or more of the PCs may recognize the straw boss as the person mentioned in the scrolls found with the dead travelers (encounter 4). Allow a 60% chance for a ninja (15% for others) to recognize him. A ninja can effect this man's death in typical ninja style if he wishes, but completing this task may mean leaving the group. Tu Hsein Lo has his own shack, with a real bed and good food, in the slave compound outside the walls of the monastery. He is universally despised. His fellow slaves hate him, and the monks find him contemptible. Tu Hsein Lo is paranoid and will raise an alarm at the slightest sound. He sits awake late into the night, worrying over his past and his dismal future. He is surprised only on a roll of one in six. If he does call for help, the guards take 2-8 rounds to respond due to their intense dislike for him.

Monk guards: AC 5; MV 21″; mon7; hp 21, 19; #AT 1; Dmg spear/TKD.

Tu Hsein Lo: AC 9; MV 12″; bus6; hp 37; #AT 3/2; Dmg by weapon type (spear); S 16, I 15, W 6, D 11, C 12, Ch 10; AL NE.

E. The Crossroads. Two 7th-level kensai sit at the intersection of the main trail with a smaller path that leads northeast. The two kensai wear only loincloths and sit perfectly still, meditating day and night. They do not feel the rain's damp or the sun's warmth in their silent and watchful vigil, and their elaborately designed spears lie in ceremonial fashion on the ground before them. These two warriors are guards of a sort, although their position is more honorary than functional. If they are approached by the PCs, the kensai grasp their weapons and rise fluidly to their feet, their rigid posture and menacing glares an unspoken challenge to a psychic duel (see *Oriental Adventures,* pages 100-101).

Whatever the outcome of the psychic duel, the kensai attack with their spears as soon as concentration is broken. They use their ki powers to do maximum damage for their first seven strikes.

Kensai guards: AC 7; MV 12″; ken7; hp 39, 36; #AT 3/2; Dmg spear/TKD.

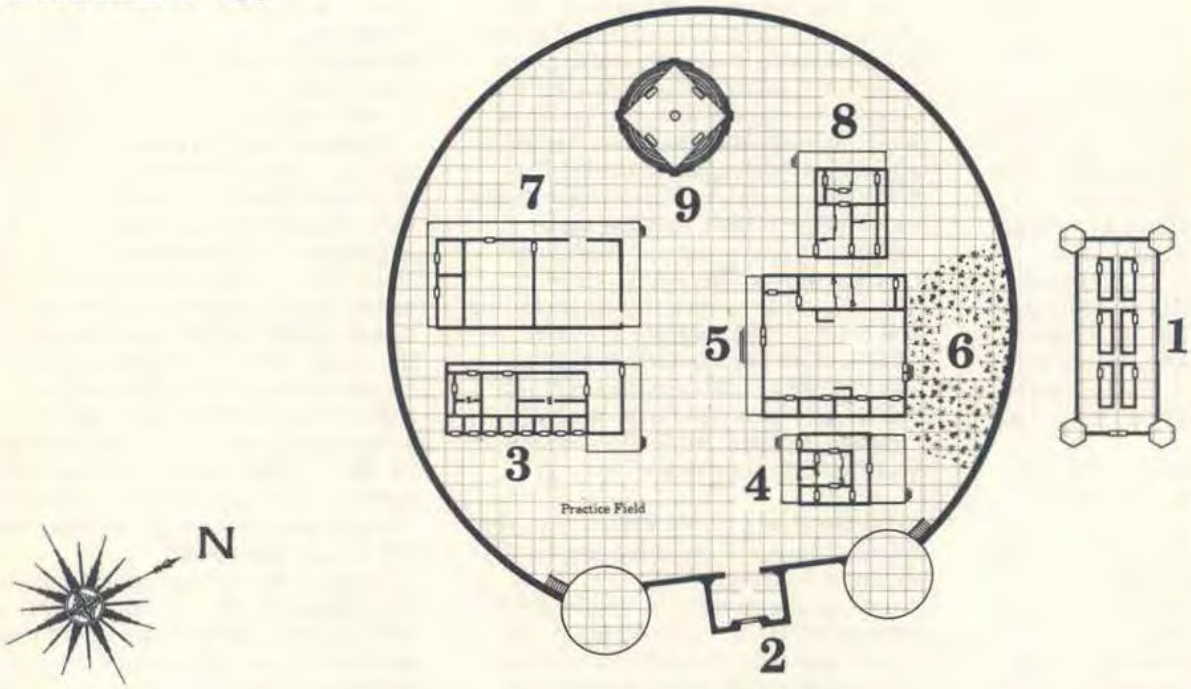
F. The Smithy and Mines. By the earliest light of dawn, four 5th-level sohei and five 6th-level monks lead 50 slaves to the ore refinery and mines. Cracks with spear butts rule over the motley crew of diggers, who move with purposely slow and clumsy steps, seething with hatred for their captors. These slaves are ripe for a revolt and will fight if given any weapons. However, they will not assault the monastery for fear of Ko Hung Cho, the evil shukenja who has taken over the valley, and his lieutenant, the sohei Mo Tsung.

Sohei guards: AC 6; MV 9″; soh5; hp 28 each; #AT 1; Dmg spear/TKD.

Monk guards: AC 6; MV 20″; mon6; hp 18; #AT 1; Dmg spear/TKD.

The refinery is a wooden utility building housing the fires and bellows for purifying the ore. A pall of gray smoke hangs over the building, and the smell and noise of the machinery drowns out

THE LO CHI MONASTERY AREA G



the joy of the birds' singing. The slaves work in five groups of 10, each watched closely by an armed guard. One group tends the machinery, another group chops wood for the furnaces, and the other three groups go down the shafts into the hot volcanic rock.

Beatings are frequent, and cave-ins occur with awful regularity, sometimes burying two or three helpless men under tons of earth. When the slave population drops off, the monks capture replacements from the frost tribes as they wander the barren mountains hunting for meat. Ko Hung Cho considers the slaves lazy and raises their ore quota weekly, cutting back food if the gold isn't brought up fast enough to suit him. The slaves also dig for exotic gems and stones, though they are rare. Often, a slave will hide the best stones from the monks. Some of the more brazen slaves may attempt to bribe the PCs to take them out of the valley.

The mines are simple shafts following haphazard veins of ore through the rock. At night, the shafts afford a haven that's warm, dry, and deserted. An escaped slave might be hiding here (20% chance); if fed by a thoughtful PC, he can give a description of the monastery buildings. He knows nothing more and only wishes to escape and return to his own tribe. It would be an honorable deed to lever the boulder away from the tunnel mouth and escort this peasant and his fellows to freedom . . . and what a formidable and loyal escort through Tabot they would make!

The Lo Chi Monastery

Discipline is the lesson of Ko Hung Cho, the sohei Mo Tsung, and the head monk, Makow Tzu — the three that tend the Pagoda of Fire. The monks and sohei revel in their discipline, with the entire compound up before dawn in meditation or practicing ceremonies in the courtyard. Mo Tsung assigns duties at the meager breakfast, served on the veranda of the barracks and often left untouched by fasting initiates and monks. As the sun rises, the monks and warriors scatter, leaving the monastery to see to their prescribed duties.

The monastery comes alive at night. In the evening, lanterns are lit and the practice field is filled with sohei training in their warrior arts. The slave compound and the monastery precincts are guarded by eight sohei who sleep in the barracks by day. Each evening, the monks take part in the shukenja ceremonies honoring the fire spirit. Many monks and initiates wander the formal gardens at late hours, forsaking sleep in contemplation. Nighttime encounters are met on a 10% chance per turn in the gardens (choose a random monk or initiate for the encounter itself).

Sohei night guards: AC 6; MV 9"; soh3; hp 17; #AT 1; Dmg spear/TKD.

If guide 6 is with the adventurers, he advises hiding in the jungle to observe the routine of the monastery. The group's actions, of course, should be decided by the players and must take into account the time already spent on the journey and the PCs general level of fatigue. Contrary to typical monasteries, the Lo Chi stands weakest during the day, when its inhabitants are busy with tasks outside the 30'-high stone walls. Those left behind rest, meditate, and study throughout the day, creating a false "deserted" atmosphere to any who might spy.

G1. The Slave Compound. Empty by day, six long buildings huddle together behind 15'-high walls of sharpened bamboo staves. Four high platforms, one at each corner of the compound, are accessible by rickety ladders and overlook the squalor within. Tu Hsein Lo's private house is the building to the left as one enters the gate. The open areas within the walls are gravel covered and barren. As the sun sets, the slaves are marched back, and food is passed through the gate (Tu Hsein Lo taking the first and largest portion). The monks call these slaves "unbelievers" and hobble the men with iron shackles as punishment. Four 3rd-level sohei mount the platforms for long vigils under a smoke-clouded sky. Exhausted, the slaves fall immediately into a deep sleep.

Sohei slave guards: AC 6; MV 9"; soh3; hp 17; #AT 1; Dmg spear/TKD.

G2. The Gate and the Towers. Two 3rd-level monks armed with spears stand guard by the gate, in shaded alcoves to either side of the heavy, brass-banded door. The key to unlock the door is held by a 4th-level monk who stands on the north tower, a solid platform overlooking the gate, with a spear in his grasp and two more close at hand. He is the "gate-eye" and is responsible for the safety of the compound. Once an hour, he walks the top of the wall, circling the compound to check all areas for trouble. A final guard, a 3rd-level monk armed with two spears, stands on the south tower. The door can be unlocked and unbarred from the inside only (unless magic is used). It is opened only after the "gate-eye" has looked over those who wish to enter.

The "gate-eye": AC 7; MV 18"; mon4; hp 13; #AT 1; Dmg spear/TKD.

Monk guards: AC 8; MV 17"; mon3; hp 10 each; #AT 1; Dmg spear/TKD.

The towers and walls of this fortification are made of rough-hewn volcanic blocks, giving the massive structure a dirty-gray appearance under the cloudy sky. Wide steps lead up to the towers. The walls can be scaled, but unless the "gate-eye" is distracted, he has a 60% chance (30% at night) to spot invaders and sound the alarm.

If the gate is opened, the PCs can see down the avenue between the buildings to the pagoda at the back of the fortress. To the right of the gate is Ko Hung Cho's private house, and behind it is the hulk of the monastery. To the left are the verandas of two long, one-story buildings.

G3. The Aviary and Stables. Eight stable doors face the south tower across the practice field. During the day, one 5th-level monk is assigned to tend the birds in the aviary, with two slaves of weak disposition to clean out the stalls and collect fresh eggs for meals. The four main rooms are filled with domesticated and wild fowl, and the secret rooms hide feed grain and fresh water from the slaves. The monk in charge carries a spear to keep the slaves in line and a dagger to slaughter the birds. There is food here and a few ostrich mounts (see statistics in area A of the valley), but nothing else of value.

Aviary keeper: AC 7; MV 19"; mon5; hp 16; #AT 1; Dmg spear/TKD.

G4. Ko Hung Cho's Residence. The spiritual leader of the monastery is the shukenja Ko Hung Cho.

Prolonged contact with the fire spirit has warped Ko Hung Cho's mind and caused him to become an evil shukenja — an abomination and outrage to the Celestial Bureaucracy (hence, the true purpose of this mission: to destroy Ko Hung Cho and punish the evil fire spirit that corrupted him). Ko Hung Cho now gains his spells from an unspecified evil deity, an enemy of the benevolent gods of Kara-Tur.

Ko Hung Cho: AC 1; MV 9"; shu10; hp 58; #AT 1; Dmg by spell or weapon type; S 17, I 14, W 12, D 16, C 17, Ch 7; AL LE (once CG); spells: *cause light wounds, curse, snake charm, beneficence, attraction, hold person, know motivation, snake summoning, warning, cause blindness, prayer, cause serious wounds, protection from good 10' radius, slay living*; 5% chance of spell failure. Ko is armed with a bo staff and a poisoned sai (two uses; save vs. poison or take 6-36 hp damage, or 3-18 hp damage with a saving throw), and he wears studded leather armor and a *ring of protection +3*.

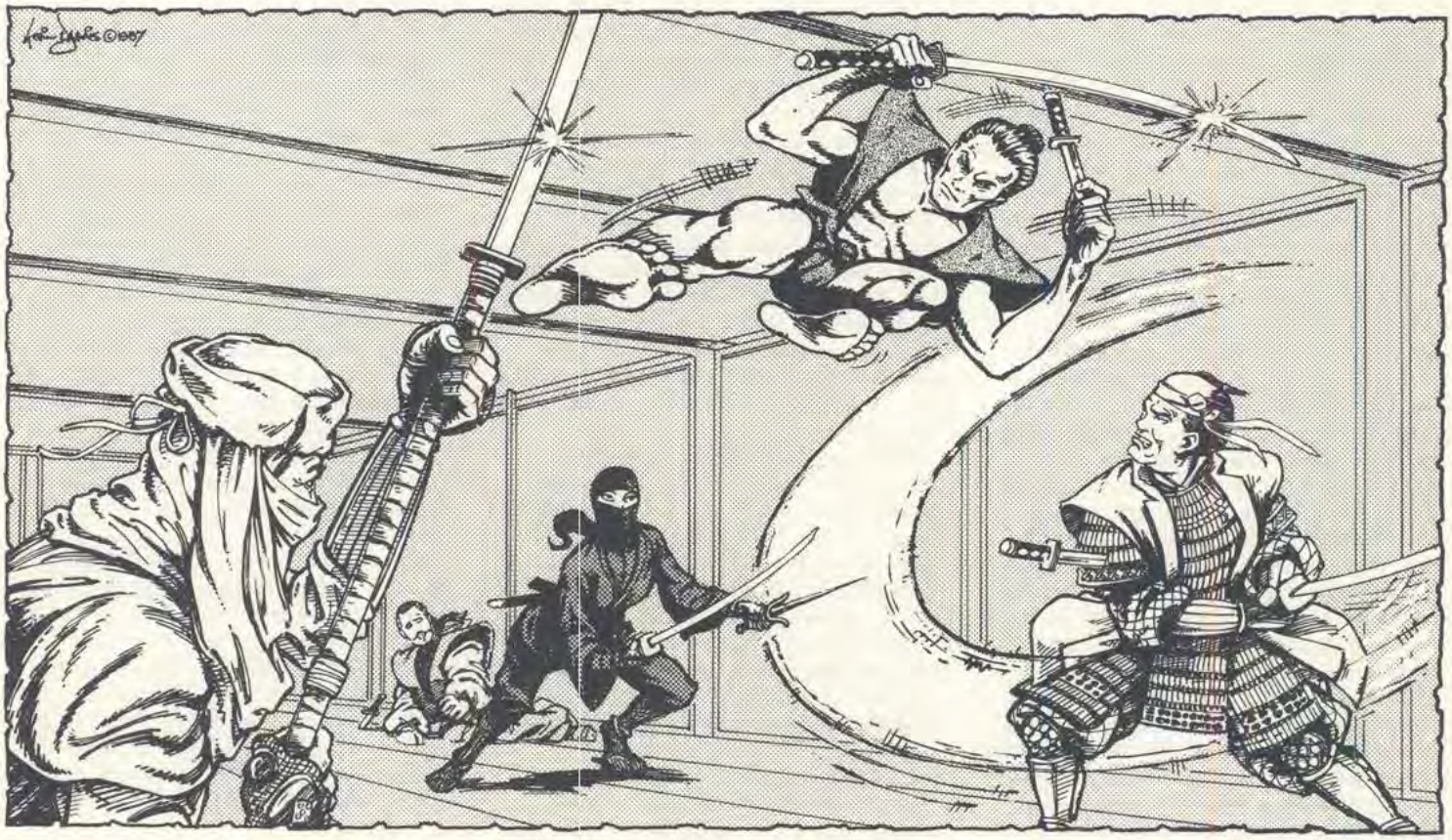
During the day, Ko stays closeted in his residence, working on his spells and incantations. He has created four **undead sohei** that are treated as skeletons for attack purposes (AC 7; MV 12"; HD 1; hp 7, 6, 5, 5; #AT 1; Dmg 1-6; AL N). He keeps them hidden in the back rooms of his house.

Fifteen years earlier, Ko Hung Cho arrived at the solemn monastery as a vagabond shukenja carrying a huge glass bottle strapped to his back. The poor and holy monks were then led by the lama Hein Chung and his pupils, Toipan and Makow Tzu. The Lo Chi monastery was a quiet collection of buildings by a small village, and the peaceful valley was truly a Shangri-la.

Welcomed as a holy man, Ko Hung Cho was given the guest house for his brief stay. The unsuspecting monks didn't know that the once-pure shukenja had been tricked and slowly perverted by the evil spirit who resided in the bottle. Ages ago, the spirit had been trapped in the bottle, then abandoned in the wilds. When Ko found the bottle, the spirit was desperate to escape. It offered him anything he desired, with no success. Finally, the spirit trickily pleaded: "I'll do anything you ask, but please don't take me to the Valley of Lo Chi and throw me in the eternal flames, or I will be destroyed!"

The good shukenja of course immediately set out to find the hidden valley and dispose of the evil spirit he carried. But the way was long, and the spirit preyed on Ko's mind, searching out his weaknesses and describing scenes of incomparable riches, power, and authority. At first, Ko listened to the spirit to learn ways to use this power to more effectively work for good, but soon the spirit had poisoned his thoughts. Months later, the evil being had completely converted the shukenja. Still they traveled on, seeking the valley of Lo Chi, their goal now to release the fire spirit into its natural habitat in the eternal flames.

The very night he arrived in the valley, Ko was an honored guest at ceremonies in the Pagoda of Fire, where sparkling orange roses grew in the eternal blue flames of a volcanic gas vent. Later that night, Ko led the unsuspecting head lama to the pagoda and freed the spirit into the flames. The spirit brought forth his flame tigers and slew the good monk. In what remained of the night, Ko Hung Cho concocted a charm poison, then served it to the monks and sohei in their breakfast. It was a subtle potion made from a bit of Ko's blood and a very addictive drug. Later that day, as the men lay moaning in deathlike pains, Ko offered them an antidote good for one week, and he told them their lives were now his — if he died, they would all die as well. The



confused men called on their lama for aid, but he was nowhere to be found.

Ko Hung Cho took control of the monastery that day, and when he called forth the fire spirit before the amazed holy men, they fell to their knees and worshiped his power. Makow Tzu was allowed to continue his study and teaching, but Toipan spoke against the evil shukenja and was placed under "house arrest." The few good warriors who raised arms were destroyed by Ko Hung Cho's magic. Over the next year, the local villagers were rounded up as slaves, and hunting began in the valley. The fortifications were started and, a few years later, the mines were opened. The evil spirit began to pervert others, like the sohei leader Mo Tsung, influencing his training and deadly skills. More and more of the men had been weaned from Ko's blood poison and now willingly serve the evil spirit.

Soon, Ko Hung Cho's evil arts will allow him to call forth an army of undead monsters to fight for the fire spirit, and he is mad with desire for power and riches. He is devoted to the fire spirit and will try to destroy any who attempt to harass it, especially anyone trying to catch it in a bottle!

Unless called by the fire spirit or disturbed in some other way, Ko Hung Cho can be found studying in his house by day. The building is roomy, with a wide veranda overlooking the formal gardens. Secret panels open from the veranda onto his bed mat room and from the house's central room onto the closet where the undead hide. His residence has spartan furnishings, with only a few scrolls of religious writings and personal items to be found. The shukenja, by his own decree, has all valuables offered up to the fire spirit and kept in the pagoda.

G5. The Monastery. The Lo Chi monastery is a wide, two-story building of somber black rock and timber. Its roof is tiled and decorated with iron and copper awnings, each carved into patterns and gargoyles. Gongs hang from the main veranda and chimes jingle from the open doorways. the entire second floor is one large classroom. During the day, Makow Tzu can be found there with 10 1st-level monks and 12 young initiates. All wear loincloths and study their lessons intently.

Low-level monks: AC 8; MV 15″; mon1; hp 2-8 each; #AT 1; Dmg spear/TKD.

Initiates: AC 10; MV 12″; zero-level humans; hp 2-5 each; Dmg by weapon type (spear); AL LE.

Makow Tzu is a Master of the South Wind who never carries weapons, relying on his mastery of tae kwon do. He has mastered a unique special maneuver, a flying kick that allows him to rebound off a primary target and attack a second target in the same round. The primary target can be damaged for 2-16 hp or used as a springboard and left unharmed. The second target can be up to 15′ away and receives the same level of damage. This martial art form is quite acrobatic and often involves flips and twists in midair (AC −2 in motion). Makow Tzu will not teach this maneuver to anyone.

Makow Tzu: AC 2; MV 25″; mon11; hp 32; #AT 1; Dmg by martial art (TKD); S 18, I 13, W 17, D 17, C 13, Ch 11; AL LE.

If aroused, Makow Tzu organizes his novices and leads them in a charge. His followers respect his leadership and fight fearlessly until he falls. Then their

morale drops by 10% per round until a morale check is failed and they run away to hide.

The monastery's first floor is deserted during the day except for an occasional slave sweeping (5% chance to encounter). Along the east wall are four identical prayer chambers for the higher-level monks, each with a shuttered window and a leather mat for sleeping. The north door opens on steps that lead down to the formal gardens, and the south door exits onto the long front porch that faces the main avenue of the compound. Two staircases lead from the main room to the second floor. Sleeping mats for the novice monks are piled neatly against the northeast wall. Food is cooked in the barracks and carried over by initiates and slaves. At night, the monks sleep in this main chamber.

The two wooden doors on the west side of the room are kept locked. The smaller room holds sacred scrolls of the monastery, including many beautiful tapestries and paintings (worth 10-60 ch'ien each in civilization), but they are large and awkward to carry. The second room appears empty, but secret doors in two panels conceal a hidden chamber that holds the ceremonial gowns of the monastery. These heavy robes are of silk brocade decorated in gold thread, multicolored embroidery, and jewels. There are also helmets of hammered copper with fantastic plumes and savage antlers. The farthest end of this room is a closet that holds the ceremonial wines and offerings not yet consecrated — four solid-gold trays holding gold and silver ingots piled into pyramids.The eight gowns and helmets are worth 200 ch'ien each, and the trays and ingots are worth 800 ch'ien per tray.

G6. The Formal Gardens. The gardens contain shrines and juniper bonsai trees forced into fantastic shapes over hundreds of years. The sparse, raked gravel is swirled into stylized wave patterns, gleaming white in contrast to the dark bulk of the monastery and the fortress wall. During the day the gardens are vacant, but this is a favorite resting place for some of the monks and sohei in the evening (20% chance per hour for 1-4 of either class being present; if so, choose at random).

G7. The Barracks. Long and somber, the barracks are wrapped on three sides by a 10'-wide porch. This is a simple, one-story, long house with a plank roof. The structure has no windows. The two rooms that face the south wall are the kitchen and food stores for the compound. By day, they are manned by two slaves under the direction of a lame monk. The two large rooms also have occupants; four sohei sleep in the dark of the closed room, and Ko Hung Cho's lieutenant, Mo Tsung, and his companions can be found in the front hall practicing mental and physical exercises. The four sleeping warriors are those that guard the slaves by night, and they sleep soundly (see area G1 for their statistics).

Mo Tsung investigates any disturbances. He is an 8th-level sohei who enjoys tae kwon do and will use it and his spells after hurling his spear at the nearest foe. If called on to defend the fire spirit or his leader, Mo Tsung fights to the death, inspiring all who see him with his battle lust, adding +15% to their morale. There are three companions with him, 5th-level sohei armed with spears, who follow him into battle. Unless the PCs are hungry, the barracks hold nothing of value.

Lame Monk: AC 8; MV 6″ (lame); mon1; hp 3; #AT 1; Dmg by weapon type (spear; cannot use martial arts).

Mo Tsung: AC 3; MV 9″; soh8; hp 41; #AT 1; Dmg spear/TKD or by spell; S 17, I 12, W 13, D 17, C 13, Ch 12; spells known: *augury, curse, cause light wounds, hold person.*

Sohei: AC 6; MV 9″; soh5; hp 28 each; #AT 1; Dmg spear/TKD.

G8. The Master's House. Toipan, Mo Tsung, and their teacher, the murdered lama Hein Chung, once lived in this manor house, and it is believed to be haunted by the spirit of the missing master. Only Toipan lives here now, a hermit within the monastery, never leaving his shuttered rooms. The sohei think him mad and avoid him, but sometimes the older monks leave food for him on the veranda. The house is roomy, and buried under the floorboards are weapons that the old monk has been collecting over the years since Ko Hung Cho came to power.The weapons are in average condition and include 22 knives and 13 bamboo spears.

Toipan's visage is ancient. He once spoke with the now-departed spirit of Hein Chung and knows the truth about Ko Hung Cho and his powerful fire spirit. This truth gives him the power to resist the spirit's evil influence. Through deep meditation and years of learning to control his internal functions, Toipan has weaned his blood of Ko's poisonous brew, and he awaits an opportunity to avenge the murder of his master.

Toipan is a Master of the North Wind who uses no weapons. He has prayed for a way to unseat the tyrant fire spirit and Ko Hung Cho for 15 long years. Ko Hung Cho ignores Toipan in his dilapidated house, believing the monk to be a senile coward. This is the only haven or ally the PCs will find inside the Lo Chi monastery. Toipan will conceal PCs in his house, although he knows nothing more than the history of the monastery's fall into disgrace and avoids the fire spirit since he was once attacked by the flame tigers.

Drawn to the noise of any fighting in the courtyard, Toipan attempts to aid anyone losing a battle with Ko Hung Cho or Mo Tsung. There is a 45% chance that the sight of Toipan siding with the PCs will stop Makow Tzu and the monks from defending the shukenja, leaving only the sohei in the fray.

Toipan: AC 3; MV 23″; mon9; hp 24; #AT 1; Dmg by martial art (tae kwon do); AL LG.

G9. The Pagoda of Fire. A pagoda of polished obsidian squats at the rear of the compound. Elegantly fluted columns support the arches over the four entrances, one black hole framed in each of the walls. The building is ringed with brilliant quartz lettering set into the shining black rock. The building is made of solid rock; each doorway is a shallow landing at the top of a curling set of stairs leading down.

If a shukenja examines the writings, he realizes that all the words are a single name translated into many tongues. The name is "Karkung" — the name of the fire spirit — spread everywhere in vain display. The glyph on the small copper bottle received from the spirit of the dilapidated shrine matches one of the translations. Each PC has a percentage chance equal to five times his intelligence score to match up the names.

The four staircases circle down to an open room, a 40′ × 40′ square cavern lit by a huge blue flame that spouts 30′ into the air from a jagged rift in the center of the floor. Inside the flames are little sparkles of orange. Ten feet in front of each entrance is a black

stone altar. An enameled box stands on each altar. Each box is of exquisite workmanship, engraved with designs of fire dragons, and possessing a magic aura.

The boxes to the north and south are not trapped and appear to be very light and small. They are identical in size, shape, and markings — all 1′ square and only 2″ deep. When a PC removes the lid of a box, he finds another box. The second box fits snugly into the first, but when the PC pulls on the handle inset in its top, a 6″ deep box pulls out! Inside *this* box is another box — this one 18″ deep. Inside the third box is yet another box; this container is difficult to pull out, requiring incredible strength (19 or higher total strength points). This final box is 4′ deep and is filled with gold, silver, and gemstone offerings. When the full box is slipped magically into the smaller ones, the enameled outer box (itself a treasure) weighs only a few pounds and is easily carried. The treasure inside is worth 4,000 ch'ien, and the boxes are priceless — gifts for an emperor. The DM should create the contents of the treasure trove as desired, adding as much variety as possible.

The other two boxes are taller and are trapped with poisoned needles. One box holds magic items gathered from lost adventurers now enslaved: scrolls of *mind blank, commune with greater spirit,* and *ironwood,* and a *ring of flying.* The other box contains a *katana +2* of ancient design that possesses the ability to warn its owner of approaching danger (within 60′) by rattling its scabbard (AL NG, ego 15).

Along the four walls hang nine gold-inlaid suits of armor and nine heavy masks of gold and silver. All are ornamental and of high value, each object worth 120-180 ch'ien, but they are unwieldy and do not fit into the magic boxes. Each suit of armor weighs 50 lbs., and each mask weighs 10 lbs.

The fire spirit attacks anyone entering his temple and getting within 20′ of his fiery pit. He appears as an angry red flaming torso within the blue flames around him. He conjures two flame tigers to attack anyone in the temple.

Any character attempting to hit Karkung has a 10% chance per round of slipping and falling into the flaming rift to disappear, burned to ashes. If the spirit seems to be losing the battle, he pretends to cast a *curse* upon the next one to attack him. Though this appears to be a genuine *curse,* it is meaningless.

Any PC can command the fire spirit by name into the copper bottle if within 20′ of him. The fire spirit cries out and begs to be allowed his freedom, but he is compelled by the Celestial Heavens to obey. Like a howling whirlwind, the fire spirit swirls smaller and smaller until it is entirely sucked into the bottle, which then caps itself tightly. The bottle, when it contains the spirit, is warm to the touch.

The Flowers of Flame, resembling flaming orange rosebuds, seem to grow on vines that snake up from the fires below. Their seeds can be harvested by plucking a bloom (causing 1d4 hp burn damage). As soon as it leaves the flame, the bloom turns to black ash. The cooled ashes of each flower yield 2d6 small black pellets, the seeds of the Flowers of Flame. If the flame is stopped for any reason, the flowers all turn to ash and fall down into the pit.

Karkung: AC −2; MV 9″; HD 14; hp 83; #AT 2 fists; Dmg 4-24/4-24; SD +1 or better weapon to hit; AL NE. Karkung has the following spells at his command, useable at the 7th level of ability and once per melee round (one spell at a time): *animate fire, fire enchantment, fire shuriken, fire rain, wall of fire, true sight,* and *vanish.*

Flame tigers: (AC 0; MV 12″; HD 6; hp 35, 32; #AT 3; Dmg 1-4/1-4/1-6 + 1-6 flame damage; SD hit only by magic weapons, immune to fire; water does double damage; AL NE.

Concluding the Adventure

Outside the temple, the evil shukenja directs his forces to set up an ambush, fighting to recover or avenge the fire spirit and hampering any escape plans. The PCs must escape with the seeds and return through the mountains and across the lands of Tabot to Shou Lung. They can escort the slaves to freedom if they so desire. If they have gathered some treasure, a yakuza might bribe their way through Tabot to safety (assume a 10% chance of success per 100 tael expended on bribes).

It may be possible for the PCs to buy back their horses at Thok, but they must enter the city to do this. If the guide is brought back alive, he parts company here after being paid. However, until the PCs reach Shou Lung, they are wanted men — sought after by secret agents and Tabotan soldiers. The Tabotan nobility wants to stop the PCs from completing their task and thus closing the borders prematurely, and the Lord of Oceans' men will act as outlined in "Travel through Tabot." Time is important as well, for the adventurers must return with the seeds before three months have passed.

When the seeds are given to the governor and their authenticity is assured by a court wu jen, the governor rides immediately to present himself to the Emperor and reclaim his place at court. It will not matter that he did not complete the task himself, as it was beneath his dignity to personally pursue the quest. The success of his loyal men has the same effect as if he himself had found the Flowers of Flame. The happy governor gives each adventurer, regardless of birth or station, 100 ch'ien and a fine war horse. The samurai leader of the group is honored by assuming control of one of the largest and most profitable districts in the province. Any other PCs of honorable families are given estates within that district.

Later, the samurai and PCs of proper standing are invited to Governor Chan's wedding to the Emperor's niece. More important, the samurai receives an invitation to spend the Moon Festival at the Emperor's court as the guest of a minor official. The true reason for the invitation is that the Emperor wishes to meet the person who can make fairy-tales come true. The Emperor's political machinations may have been thwarted by this unknowing and loyal warrior who made the impossible happen — truly a sign from the heavens that the political endeavor involving Tabot was worthless and ill-advised. The Emperor is a shrewd leader; he was impressed by the feat and will want to evaluate this samurai with his own eyes and not from the tongues of court, which are notoriously full of gossip and false stories. The Moon Festival provides a good excuse to invite the samurai indirectly. The Emperor's personal statistics are left to the DM's invention; he should obviously be very powerful and intelligent.

The dispersal of honor points follows the successful completion of the adventure. Of course, all the awards listed in *Oriental Adventures* apply to PC actions, so if a bushi saves the life of a companion on the glacier, he receives the honor points he deserves. Additional aids for awarding honor points to the characters appear in table 7.

Table 1: Mountain Encounters

d100	Encounters
01-10	1-2 **yeti** (AC 6; MV 15″; HD 4+4; hp 22, 20; #AT 2; Dmg 1-6/1-6; SA squeeze and chill, paralyze with eye contact; SD impervious to cold; AL N).
11-20	1-4 **wolves** (AC 7; MV 18″; HD 2+2; hp 14, 11, 10, 7; #AT 1; Dmg 2-5; AL N).
21-25	1-3 **snow monkeys** (as per baboons) (AC 7; MV 12″; HD 1+1; hp 8, 6, 4; #AT 1; Dmg 1-4; SA can climb and pick pockets as 8th-level thief; AL N).
26-30	1-2 **tigbanua buso** (AC 4; MV 12″; HD 8+2; hp 38, 29; #AT 3; Dmg 1-6/1-6/1-10; SA fear aura, disease; AL CE).
31-60	No encounter.
61-75	1-3 **mountain goats** (AC 7; MV 18″; HD 3+1; hp 16 each; #AT 1; Dmg 2-16; SA +4 hp damage if charging; AL N).
76-85	1-2 **snow tigers** (AC 6; MV 12″; HD 5+5; hp 29, 22; #AT 3; Dmg 2-5/2-5/1-10; SA rear claws for 2-8/2-8; SD surprised only on a 1; AL N).
86-95	1-6 **bakemono** (AC 6; MV 6″; HD 1-1; hp 1-7 each; #AT 1; Dmg 1-6 or by weapon type; AL CE).
96-00	1-2 **cave kala** (AC −1; MV 9″; HD 8; hp 35, 31; #AT 2; Dmg 1-8/1-8; SA pain; AL N).

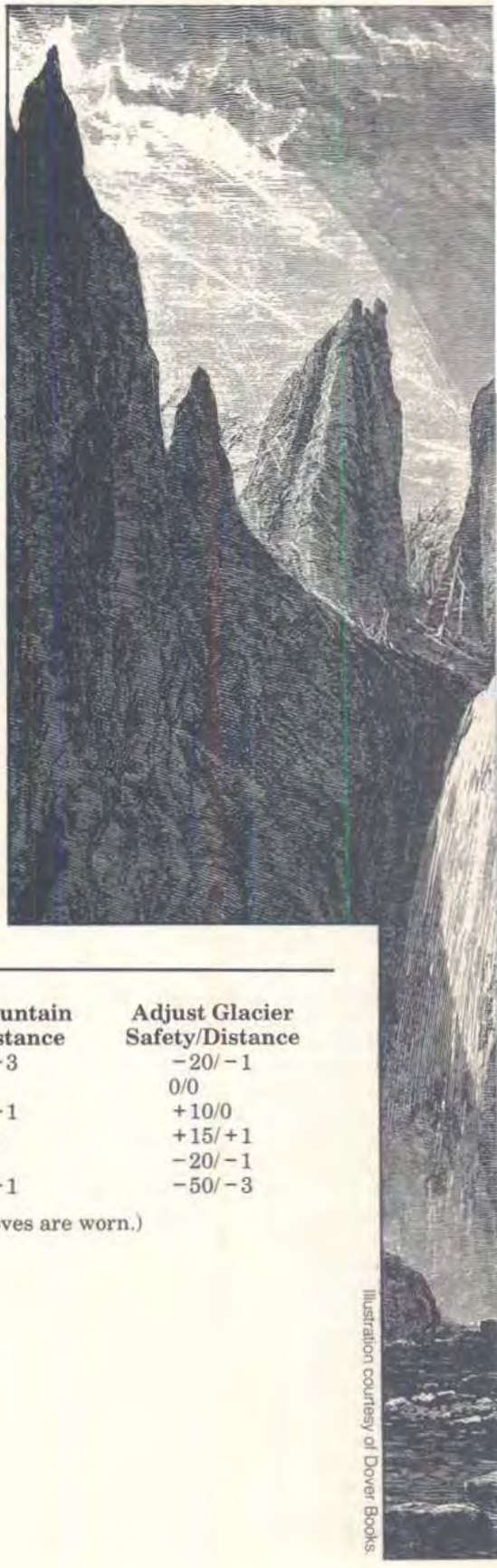


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Table 2: Slope Adjustments

1d100	Slope (Mountain or Glacier)	Adjust Safety	Adjust Distance
0-10	Easy slope	+5	+2
11-30	Steep grade	—	—
31-60	Treacherous slope	−10	−1
61-85	Hand and toe holds	−20	−3
86-97	Sheer cliff	−30	1 mile*
98-00	Overhanging cliff	−40	1 mile*

* This set distance overrides any distance roll. After each climb on these slopes, a 1-4 hour rest is required.

Table 3: Weather Adjustments

1d6	Weather for Day	Adjust Mountain Safety/Distance	Adjust Glacier Safety/Distance
1	Snow; wind 20-30 mph; high 0° F., low 20° F.	−20/−3	−20/−1
2	Misty, overcast; wind 20-30 mph; high −10° F., low −40° F.*	0/−1	0/0
3	Sunny; no wind; high 25° F., low −10° F.	+15/+1	+10/0
4	Sunny; wind 20-30 mph; high −10° F., low −45° F.*	+10/0	+15/+1
5	Overcast; wind 20-30 mph; high 35° F., low −10° F.	0/0	−20/−1
6	Storm, rain, sleet; wind 30-45 mph; high 40° F., low 20° F.	−20/−1	−50/−3

* Danger of frostbite: 20% chance per day (Dmg 1-2 hp, 5% chance to lose a digit if no gloves are worn.)

Table 4: Mountain Climbing

(1 move = 8 hours)

Modified safety	Result	Distance traveled
Less than −10%	Party member falls (10-100 hp)	No movement*
−10% to 5%	Party member falls (2-20 hp)	No movement*
6% to 10%	Party member falls (1-6 hp)	1-2 miles
11% to 15%	Tumbles and slips, no damage	1-4 miles
16% to 24%	Dangerous but no accidents	2-8 miles
25% to 75%	Normal travel	2-12 miles
76% to 85%	Many hand- and toeholds	3-13 miles
86% to 91%	Animal paths, easy climbing	2-16 miles
92% up	Teamwork and stamina (optimum day)	4-22 miles

Table 5: Glacier Climbing
(1 move = 6 hours)

Modified safety	Result	Distance traveled
Less than −10%	Party member lost in rift	No movement*
−10% to 5%	Party member falls (1-10 hp)	No movement*
6% to 10%	Party separated by crumbling ice floes	No movement*
11% to 30%	Dangerous travel, sinkholes	1-4 miles
31% to 70%	Normal travel	2-8 miles
71% to 85%	Flat terrain, easy travel	2-12 miles
86% to 96%	Hard, smooth ice	3-13 miles
97% up	Rocky surface, sure footing	2-20 miles

* Turn is spent recovering body or injured person, resting, or regrouping.

Table 6: Tunnel Encounters

d100	Monsters encountered
1-15	1-8 **bakemono** (AC 6; MV 6″; HD 1-1; hp 1-7 each, #AT 1; Dmg 1-6 or by weapon type; AL CE).
16-25	1-10 **skeletons** (AC 7; MV 12″; HD 1; hp 1-8 each; #AT 1; Dmg 1-6; AL N).
26-35	No encounter.
36-45	1-10 **goblin rats** (AC 7; MV 9″; HD 3; hp 11-16 each; #AT 1; Dmg 1-8 or by weapon type; AL LE).
46-54	1-2 **cave kala** (AC −1; MV 9″; HD 8; hp 46, 32; #AT 2; Dmg 1-8/1-8; AL N).
55-69	No encounter.
70-80	1-4 **giant spiders** (AC 4; MV 3″*12″; HD 4+4; hp 22 each; #AT 1; Dmg 2-8 + poison; AL CE).
81-90	No encounter.
91-00	1 **common oni** (AC 4; MV 9″; HD 8; hp 43; #AT 2; Dmg 3-10/3-10 + spells; AL LE).

Table 7: Additional Honor-Point Awards

Award to:	For:	Honor Points
Each PC	Successfully completing the journey	+1
Each PC	Guide returned safely home	+½
Sohei	Defeating warrior-priests of Lo Chi	+1
Any PC	Winning psychic duel against:	
	—Opponent of higher level	+2
	—Opponent of equal level	+1
	—Opponent of lower level	+0
Any PC	Losing psychic duel against:	
	—Opponent of higher level	−0
	—Opponent of equal level	−1
	—Opponent of lower level	−2
Yakuza	Choosing guide 1 or 6	+½
Yakuza	Choosing guide 2 or 3	−½
Yakuza	Consulting contacts and discovering true reason for quest	+½
Ninja	Eliminating Tu Hsein Lo (family honor increases by 1 point)	+2
Shukenja	Contacting friendly spirit in shrine	+1
Any PC	Commanding fire spirit into bottle	+1
Samurai	Leading successful expedition (entire clan honor increases by 1 point)	+3

Ω

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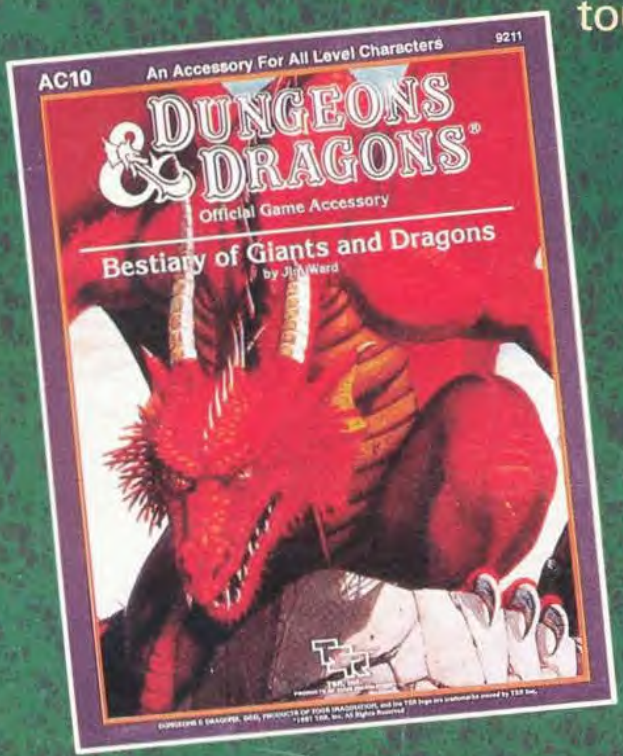

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